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No.86 MARCH 1991

CRASH

MAGAZINE AND CASSETTE
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TOPS FOR SINCLAIR SPECTRUM!

SINCLA[...]RUM GAMES



EXCLUSIVE!

Lock up your brains! The loony returns in Storm's
SOLAR JETMAN

EXCLUSIVE REVIEW

Tanks a lot Ocean, it's
BATTLE COMMAND!

THE BIG 6!
FOUR COMPLETE GAMES, A FAB PLAYABLE DEMO AND POKEMANIA ON A STUFFED OUT POWERTAPE!!

Are you missing your ton-load of CRASH cassette?! Ask your friendly newsagent!

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Are you brave enough for Gremlin's
HEROQUEST?!

GAMES GALORE!!
TOTAL RECALL! SWITCHBLADE! THE LIGHT CORRIDOR! ROBOZONE! WELLTRIS! SKULL & CROSSBONES! 3D.CONSTRUCTION KIT! BACK TO THE FUTURE PART 3! STAR CONTROL! DICK TRACY AND MANY, MANY MORE!

WIN!!
A HANDHELD CONSOLE!
A NINTENDO!
AND GAMES, GAMES, GAMES!!

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From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.
SALES CURVE
STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
UNIQUE DYNAMIC LOADER SYSTEM
Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.
PRIMARY OBJECTIVE: Destroy enemy control centres.
SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.
SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.

CRASH

CONTENTS

This month's cover by John Richardson (Good, isn't it?)

GAME thrills

WIGGLE IT!

Don't wiggle it just a little bit! This is the month to give your 'stick one heck of a good waggling!! CRASH has the hottest games in for review this month with three superb Smashes! There's *Battle Command, Back to the Future Part III* and *Total Recall*! It just goes to show that there are some very talented programmers out there keeping the Speccy alive. In fact, the programmers at Ocean worked flat out to bring you *Total Recall*: it was designed and programmed in just three weeks and then turned out to be the surprise hit of the month! So, lads, all those late nights were worth it!! And we'll be working flat out to bring you the next issue — so see you same time, same place, next month!

THRILLS ON TAPE

Where to find the action!

SIDE A:
Side Arms
Draughts Genius
Chip's Challenge

SIDE B:
Super Brat
Chiron
Pokemania



Check the inlay for loading instructions.
Should you tape prove faulty, send it in its box to:
NEWSFIELD, CRASH TAPE CLINIC MARCH (86), Ludlow, Shropshire SY8 1JW.
A healthy Powertape will wing its way back to you!

SIDE ARMS

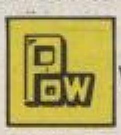
● Corky Capcom coin-op blast from US Gold!

For the first time, CRASH takes you down arcade alley with a coin-op conversion on the Powertape! It's Capcom's *Side Arms*, as converted by US Gold! Levels and levels of scrolling shoot-'em-up action await your fighter! Be prepared!

The threat: the tyrannical Bozon aims to exterminate the Earth and its people! Yikes! The Mission: You have to save the planet (Oh no! Not again! — squillions of CRASH readers). Battle your way through waves of alien attackers, forcing a path into their gigantic underground empire where the attack intensifies from all quarters!

Side Arms is today's SDI — it's a space age selection of weapons to defend against outer-world invaders! All are technically advanced and deadly! Read on and discover what pick-up weapons you can stick onto your fighter...

BOLT-ON WEAPONS



Speed Up: Successfully hit the POW icon and the speed of your projectiles increases to a maximum of three times!





Speed Down: Player's power is decrease by one should a WOP be struck!

3-Way Shot: Propels one shot forward and two shots diagonally backwards!





Tail Gun: Fires away in three separate directions. Big increase in power: double and triples!

Mega Bazooka Launcher: What a blast! Devastating firepower which doubles in strength!

● ***Side Arms*: Eat laser death you mean ol' monster!**



GAME thrills



Auto: Rapidly rotates unleashing electrifying laser beams towards the target!

Transform: You can change into a different fighter with more power by collecting the Alpha/Beta icon providing you with a Multi-Aplha beam launcher (whatever that is)!



CONTROLS
Get into action using a joystick plugged into a Sinclair, Kempston or Cursor interface or use the keyboard controls which are: **Z**/left, **X**/right, **M**/down, **K**/up, **ENTER**/fire and **CAPS SHIFT**/*change weapon.*

DRAUGHTS GENIUS

● It's no bored game as Hewson present the toughest draughts game you're likely to face!

Playing draughts against a confirmed mega-genius like Einstein could be a humiliating experience. Could you thrash the man who gave us the theory for relativity (yes, he's to blame for nagging aunts!)? Easy, you think? So, as you face Einstein across the draught board in the professor's front room (decorations by Oxfam), the battle of two great minds begins!

There are eight skill levels in this draughts challenge, level one being the easiest. There are three types of play available: a two-player game, a one-player against Einstein and, if you simply fancy watching, Einstein can play against the computer!

To move, position the cursor on the piece you want to move, press the space bar, transfer the cursor to the square you want to move to, and press the space bar again to actually make the move. A counter shows how many moves you are into the game.

The crowd is breathless as everyone waits for Einstein's response (in fact, some keel over due to asphyxiation). Then it's your turn to put the professor in a predicament again.

The game is played by the English rules. You must take an opponent's piece wherever possible. If the chance arises, try a multiple move, skipping like some demented leapfrogger over Albert's men and thus removing them from the board. (To make a multiple move, press the space bar twice after meving the cursor to your target square.)

Impatient Einstein will tell you when it's your move and when it's his (the screen goes blue while he's thinking). If he's thinking too hard, you can hurry him up by pressing Q, and on noticing a fatal mistake you can cancel the last move! When you win or lose, you're either applauded by the genius or ridiculed for your pea-brained incompetence!

DON'T GO TO PIECES...
Learn the controls! Which are, on keyboard, **Q**/up, **A**/down, **O**/left, **P**/right and **SPACE**/fire/confirm move. Alternatively, plug a joystick into a Cursor, Kempston, or Sinclair interface.

CHIP'S CHALLENGE DEMO

● Great playable demo of US Gold's maze game!

Here's a smashing game that'll have you brain doing somersaults as you work out the puzzles within the maze that is *Chip's Challenge*! The game is out now, published by US Gold, and we checked out the full version in the January issue, where it received an overall score of 82%! Hot stuff, eh? Now discover the addiction yourself in this demo!

Chip McCallahan is a bit of a nerd. He thinks of nothing but computers all day long. But then he meets Melinda, who offers him his ultimate desire... membership of the Bit Busters computer club! But he first has to take the challenge...

Chip's objective is to collect the required number of chips within the time limit (both shown in the status panel).

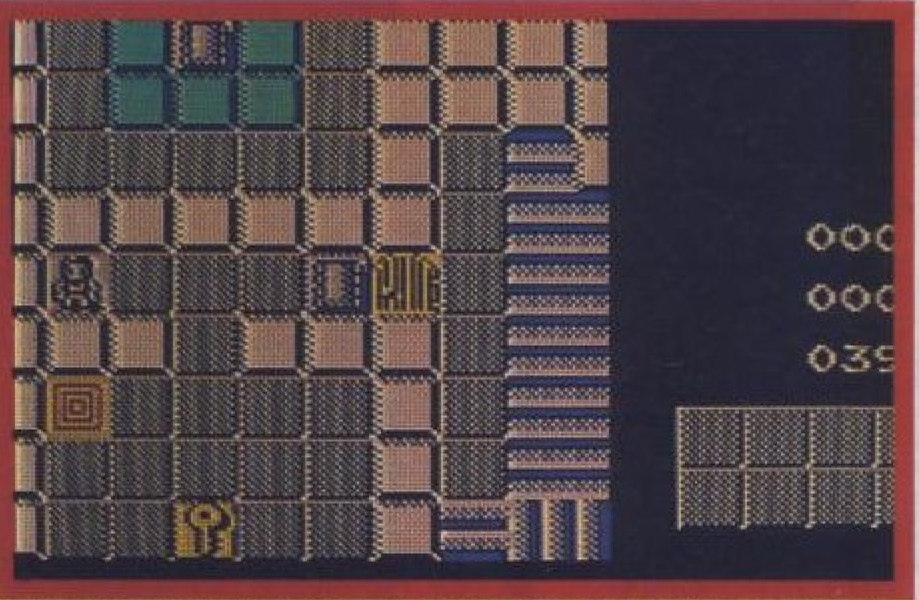
Coloured keys can be picked up to open same-coloured doors. Spiked boots enable Chip to walk across ice without slipping, a magnet allows him to stroll along conveyor belts (otherwise he has to make a mad dash!), while water and fire shields allow him to pass safely over the appropriate wet and hot hazards.

There are switches (yellow/purple blocks) which can open sliding doors (these have revolving dots around them), move hazards into safe positions, and deactivate fireball-making machines and traps.

Teleports transport Chip to another part of the level. Dirt blocks have a variety of uses. Pushing them into water forms a bridge and pushing them onto deadly bombs detonates them. Watch out for thieves, though: they nick Chip's valuable objects!

When Chip has got all his chips, he can make for the flashing blue exit. If this two-level demo gets your grey matter going, remember the game proper has 144 levels!!

CONTROLS
A joystick plugged into a Sinclair or Cursor interface should do the trick, or use the cursor keys themselves: **8**/down, **9**/up, **6**/left, **7**/right, **0**/fire.



● It's US Gold's playable demo: That's Chip on the left-hand side and all the other blocks make up his challenge (hence the title)!

SUPER BRAT

● Brush up your service for Wimbledon with Atlantis's tennis game!

What a racquet! Haw! Haw! Get into the springtime sport of tennis with *Super Brat*! Feel the excitement as the crowd roar with applause as you serve an Ace against the Number One seed. But watch out for those eagle-eyed linesmen! 'Out?! You cannot be serious!!'

When *Super Brat*'s loaded, follow the on-screen instructions to begin play. If you want to change the game options, press H (during your turn to serve) and follow the prompts on the scoreboard. When you're in a serving position, press and release P to toss the ball into the air, and P again to swing your racquet and take a swipe at the ball. Keys 1 and 2 move your player left and right respectively.

As you strike the ball, your timing controls its direction: hit quickly to aim left and hit slowly to aim right. Beware — hitting the ball too soon or too late results in the ball going into the net.

Once the ball is in play, your position needs to be accurate. Your racquet should be in line with the direction of the ball, before pressing P to hit it. If you're out of position you'll hit the ball into the net or miss it completely. The direction of the ball is again controlled by your timing. Remember: a quick reaction for left and a delayed reaction for right.

WHAT? YOU DON'T KNOW THE RULES OF TENNIS?
It's very easy! All you do is scoff loads of strawberries and crean, hit a ball around a bit and then swear at the umpire. Oh, and you need to be German or Swedish or something, because British players con't win. Apart from that, here are tie rest of the rules and regulations, based on those recognised by he **Lawn Tennis Association**...

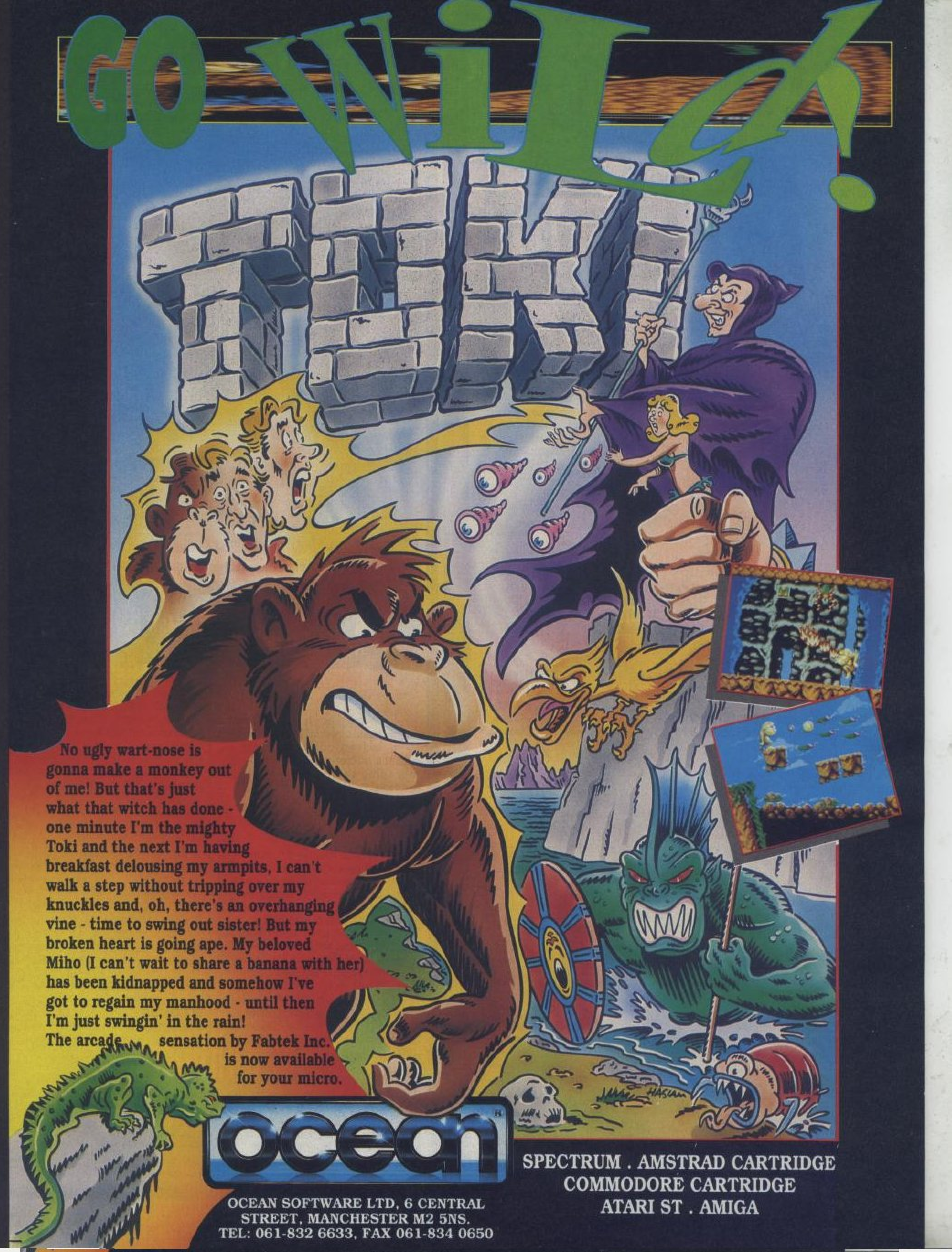
A match consists of sets, games and points.Points are awarded to players when their opponentfails to play the ball correctly — by missing the ball,hitting it out of court/into the net, or if the service is 'aulty. Players are allowed two serves to introduce he ball into play. If the first serve is faulty then ro points are awarded and a second serve is alowed.

The service court is divided into left and rght halves by a central service line. A player mut serve from the right side for the first point ard then alternate left, right after each point. Serving rom the wrong side is called a Foot Fault and theserve is declared faulty. A Foot Fault is also decland if a player stands within the baseline of the cour when serving (the computer shows Baseline whenthis occurs).

The ball must be served into the diagonaly opposite service court otherwise the ball is alled Out and the serve declared faulty. Both playrs take turns to serve, alternating after each game.

Once the ball is successfully introduced ito play it may be hit in any direction providing idoes not make its first bounce beyond the baselires or outside the inner tramlines of the singles cort, otherwise the ball is declared Out and points avarded accordingly. Faults and other information is isplayed on the scoreboard.

Scoring
Zero points is shown as Love. The first poinis


GO WILD!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
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shown 15, the second 30, the third 40 and the next point wins one Game — unless both players have scored 3 points (40 all) when the score becomes Deuce. The first player to score after a deuce has the Advantage. If the same player wins the following point, they win the game. Otherwise, the score returns to deuce and a two-point lead is again needed.

The first player to win six games scores one Set, providing they have at least a two-game lead, otherwise a further game is played. If the score reaches six games each then a Tie Break is introduced. In *Super Brat*, this consists of playing one additional game and the player whose turn it is to serve has service throughout.

Both players' scores are displayed on-screen as follows: Points, Games, Sets. Your score always appears above that of your opponent's. *Super Brat* has three levels of difficulty: the British, the European and the World Finals. Only after successfully completing each final can you be entered for the next. Are you good enough to become the number one seed?!



● Making a racquet on your screens, it's *Super Brat*!

CHIRON

● A blasting arcade romp by Lee Briggs!

★ Shoot-'em-ups — doncha just love 'em?! They are, indeed, completely fab! And it's ablasting-we-will-go with this spiffy scroller from programmer Lee Briggs (more of him later) which takes you deep inside a heavily armed alien defence base! Yikes!

While on a routine trip, your craft received what it interpreted as a distress signal from a nearby asteroid, Chiron. In response, you set a course towards Chiron on a rescue mission but as you approached, an alien attack fleet appeared. Your small, unarmed craft stood little chance of survival and after taking a few hits crash-landed on Chiron.

Far from being a deserted asteroid, Chiron hides an alien military base in its deep caverns. Realising you'd soon be under attack, you grab what weapons you can and run towards a nearby map of the complex to see what escape route there is, if any. As the alien guards are alerted to your presence, you just have time to see an emergency escape craft at the far end of the base. But that's a long way off...

The long, vertically-scrolling passageways of Chiron's caverns are your battleground. Five levels stand between you and the escape craft, and each is swarming with armed guards. No time for mucking about — each level has to be completed within a set time limit, displayed on the right-hand side of the playing area. It's a dangerous mission so it's just as well you're equipped with...

■ **SHIELD** Your shield can take several hits before running out of energy and so ending the game. Remaining shield energy is shown as a bar on the left-hand side of the playing area.

■ **GUN** Holding up to 100 rounds of ammo, your gun has rapid fire but limited range. Enemy guards can be eliminated with its deadly bolts but it cannot penetrate scenery or other alien defence systems.

■ **BOMBS** Scatter bombs destroy all enemies within a set radius. You can hold up to 20 at a time but use them sparingly.

To fire the gun, press fire with a direction held down. To detonate a bomb, stand still and press fire.

ICONS

Five icons lie on the floor and are activated by standing on top of one and pressing fire:

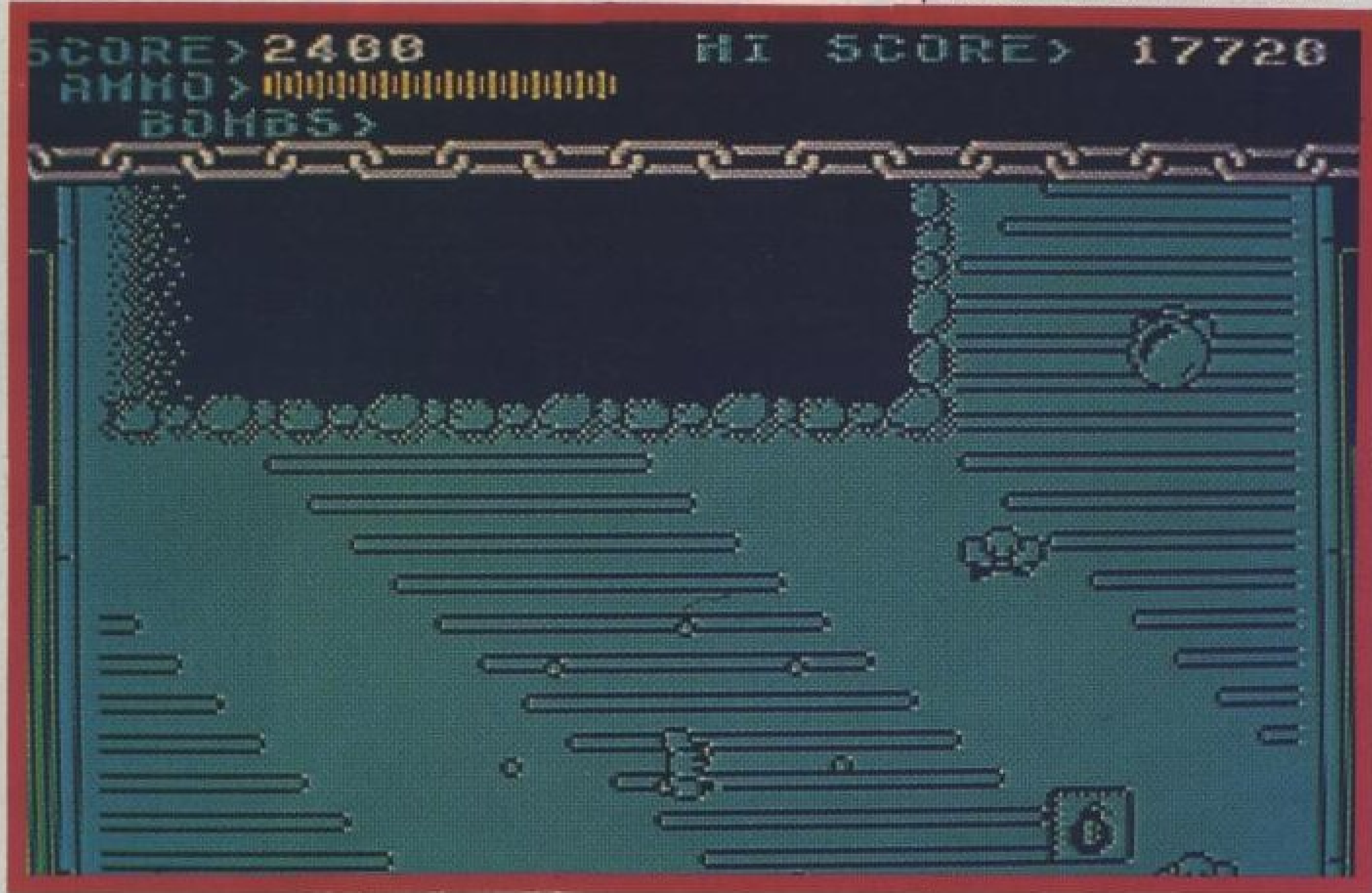
COMING SOON...

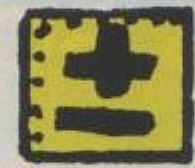


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GAME *thrills*

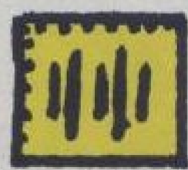
● **Alien blasting larks, ahoy! It's *Chiron* (let's hope he makes it to the bomb icon in time, eh thrill seekers?)**





This activates a sub-game which either increases or decreases shield energy. Stop the moving arrows in the correct position to boost power.

Further into the game the moving arrows increase in speed.



Boosts ammo supply to maximum amount.



Boosts bomb supply to maximum amount.



Reveals a map of your immediate area.



This is the Smart Bomb and destroys all enemies on screen! Hurrah!

CONTROLS
Inflict major alien death using keyboard controls, which are: **O**/left, **P**/right, **S**/up, **X**/down, and **SPACE**/fire; or plug a 'stick into a Kempston, Sinclair or Cursor interface!

WHO IS LEE BRIGGS?!
Lee comes from Basildon in Essex and he's a full-time programmer. He wrote *Chiron* a while back but it didn't make it into the shops because few software houses wanted to publish original Speccy product (boo! hiss!). Lee currently does a lot of conversion work for **D&L Games** and **Players**, taking 8-bit games and reprogramming them for the swank 16-bit machines.

So, where's his photie? Lee says 'There's no photo of me due to me having developed a case of terminal camera shyness at the age of six months! Despite the fact that some people say I haven't changed a bit since then! I don't really think that the few early photographs show my best side! Erm... sorry!'

POKEMANIA!
There are plenty of tips on tape this month! Find out what **Graham 'Turbo' Mason** has lined up for you this month in **DJ Nicko's Tips**, beginning on page **35**!

DON'T FORGET! YOUR GAME COULD BE ON THE CRASH POWERTAPE!
(And earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's up to Powertape standard. Yes, were on the hunt for the best games from the creative talents of CRASH readers. There've been loads of excellent games that have appeared on the tape over the past few months — classics such as *Egghead 2, Shuriken, Talking Hedz, Solaris* and many, many more! Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disk, with a letter explaining the gameplay, and if it passes the reviewers' tests we'll put it on the Powertape! The address is: NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. **Don't forget to include the Powertape form — see page 21 of this issue — without one we won't even sniff your entry!**

Previews

SAY BWAH!!

He's back... to protect the innocent? No, no, that's not right. Erm... The man with the pac is back? Not bad. He's a hero in a half-shell? More like a half-hero out of his nut shell.

Oh, hello viewers. How do you announce that the universe's biggest loony-turned-adventurer is about to star in his third Speccy game? Yes, Jetman bumbles onto the Speccy gaming scene in April in a brand new arcade game called *Solar Jetman: Hunt for the Golden Warpship*! Yayy!

It's been a fair old while since **Jetman** last appeared on the Speccy. It must be (oooh!) getting on for about seven years. The last game was *Lunar Jetman* and that was way back in 1983! If you hold on a tick I'll pop off to the attic and see what can be discovered... (tick).

Cough! Splutter! Hack hack! Sheesh, it's bloomin' dusty up there but here it is! Yup, an Issue one — *Issue one!!* — of **CRASH**, and there lurking on page 88 is *Lunar Jetman*: the review. Well, it appears ye olde reviewers liked it heaps.

Check this out: 99% graphics rating!! 100% Value For Money! And an overall score of 95%! Berlimey, it would have been the first **CRASH Smash** (except they weren't invented until Issue four!).

So, what the blinking-flip has the Loon been up to for the past seven years? Well, apart from his monthly foray into unknown silliness in the **CRASH** cartoon strip, he's been at home with his creators at the games development house of **Rare** (publishers of the acclaimed **Ultimate** label), where they stuck him on the Nintendo console! And that's where *Solar Jetman* originates from.

Solar Jetman, on the Nintendo, has just appeared and is doing wonderfully, so it only seemed right for some lucky software house to snap up the conversion rights and bung it on the Speccy (which is, after all, **Jetman**'s real home, since that's where he began life in his first game, *Jetpac*). And the house with its name on the game is **Storm**! So, what say we pay them a visit and check out the game? Hokay?

HENCE THE TITLE!

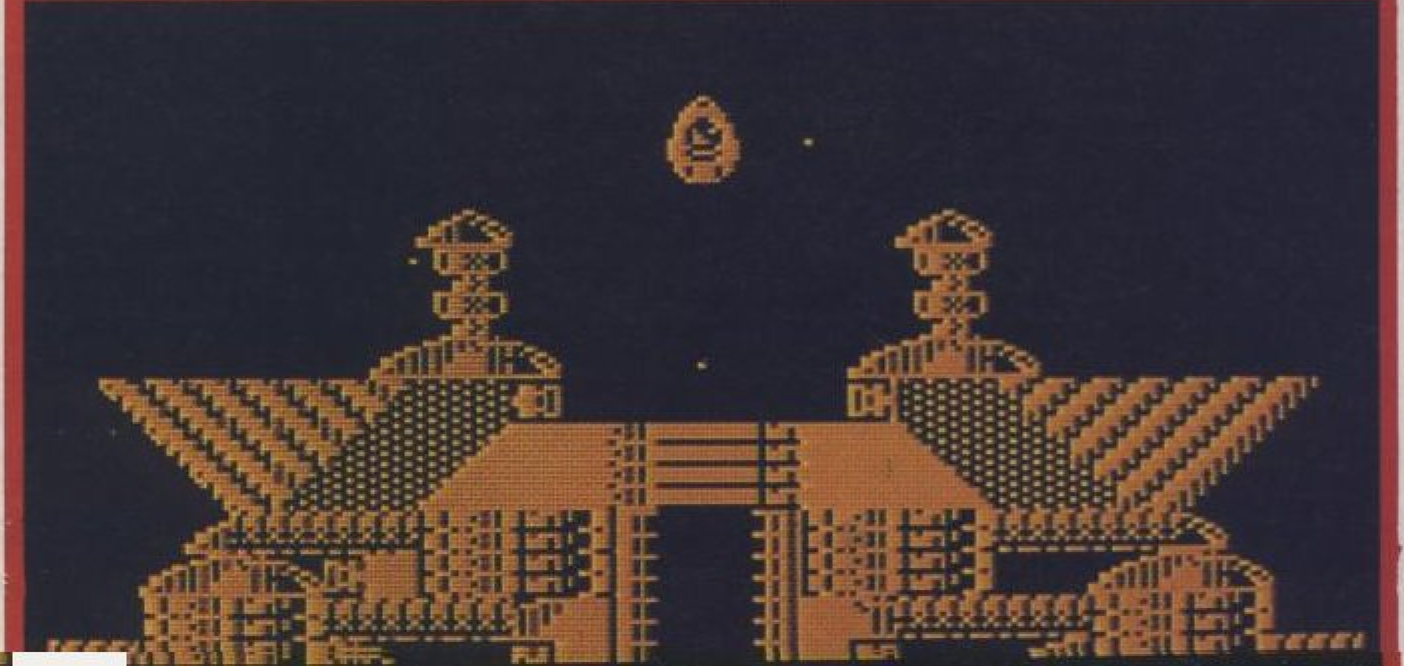
The game: **Jetman** bombs around a solar system of 12 planets hunting for bits of the fabled Golden Warpship. Why's he doing this? Knowing **Jetman**, he's after making a quick buck. Y'see, should he find all the bits of the Warpship and glue 'em back together, it'll make him fabulously wealthy so he can retire and never have to worry about Teenage Mutant Headbanging Budgies and the Eye of Oktup ever again.

Solar Jetman gives our hero a new toy to play with: a Jetpod. It's like a mini-space ship which he launches into an unknown solar system from his mother ship. He's still got his Jetpac, too. There's one piece of the Warpship on each of the 12 planets, but exactly where it is is anyone's guess: So off we go!

Solar Jetman's gameplay may be familiar to you — it's a bit like the old *Gravitar* arcade machines or the **Firebird** game, *Thrust*. You don't know 'em? Oh dear. It's a bit like this, really: The planet's dangerously hilly landscape is viewed side-on and scrolls multi-directionally. Then you've got your ship, in this case the Jetpod, which you have to guide safely over hills and valleys while picking up objects from the planet's surface and deep caverns.

Sounds easy, eh? That's because I haven't mentioned the gravity. Gravity's this wonderful thing which makes things fall. Oh, you knew that. Each planet has its own gravitational force so if you're not using the Jetpod's back thrusters it'll just go plop into the landscape.

● **Take off! Jetman leaves his mother ship, safely encased in his Jetpod, as he sets off for another daring mission!**





● **This is him — the Jetman sprite! Tiny, isn't he?**

Controlling the Jetpod can be a tricky business: it can be spun clockwise or anti-clockwise until it's facing the direction you want to travel. Then engage the rear thrusters to accelerate. But woah, what's this?! There ain't no brakes on this doo-hickey ship! Yeeek The Jetpod's inertia keeps it moving until you spin in another direction and thrust off! Bump into the rocky walls and the Jetpod crashes, leaving **Jetman** out and about with only his suit and Jetpac to protect him! Head back to the mother ship to pick up another one of the three available Jetpods because if **Jetman** collides with the walls it's certain death!

JETMAN GOES SHOPPING

As if keeping control of the ship isn't enough hassle, don't forget **Jetman** has to collect things from each planet's surface and the underground cavern mazes. **Jetman** lowers a grappling hook from the pod which grabs an object. The object then has to be flown safely back to the mothership.

All the goodies are worth money and can be cashed in at Interstella shops. Conveniently, the shops also sell loads of bolt-ons to make the Jetpod super powered! On offer are momentum killers (which stops the inertia), gravity killers (keeps the pod afloat), shields and super shields (to protect the pod from the hazardous walls), maps (so you know where you're going) and an impressive range of armoury.

There are hordes of beasts which can wreck **Jetman**'s quest and each planet boasts a range of gun emplacments. A bit of nifty trigger work on the both the pod's laser cannon and the special weapons key is required!

Solar Jetman is a very, very, very big game so mapping each planet is essential. So, it looks like it's going to be a bit of a toughie to play. But, what's it like to program?

Let's ask the man in the know, Speccy programmer **Tony Williams**: 'It's a damn difficult game to convert from the Nintendo to the Spectrum. It's all the movement: there's the landscape's scrolling, the pod's movement, the aliens' movement, not to mention weaponry flying all over the place; it's tricky to keep the speed up. Because there's so much going on in the game, it'll be 128K only.. The



● **Jetman**'s picked up a diamond and he's not letting no nasty alien take it from him, hence the cannon fire!

project was started with a 48K game in mind but it wouldn't have done it justice. Even with 128K to play with, there'll be a few multi-loads!'

And the final word has to go to the man himself. What do you reckon to all this fuss, then, Jettie?

'Hoh! Wha' me? Wo! I yam Jetman, hero of this here game an' I get my ol' bang-stick and yam goin' blast them aliens till they go 'Ack!' and 'Bwah!'. Hoh? I yam on the cover? Fwee! I yam a star! L'kout planet Earth!!!'

Ahem. Yes, very good. As I said, *Solar Jetman: Hunt for the Golden Warpship* out in April from **Storm Software**.

Richard Eddy

● Cor! **Jetman**'s found a... erm, he's found something and it might be valuable! (Why not pop it along to the Antiques Roadshow? — Ed)



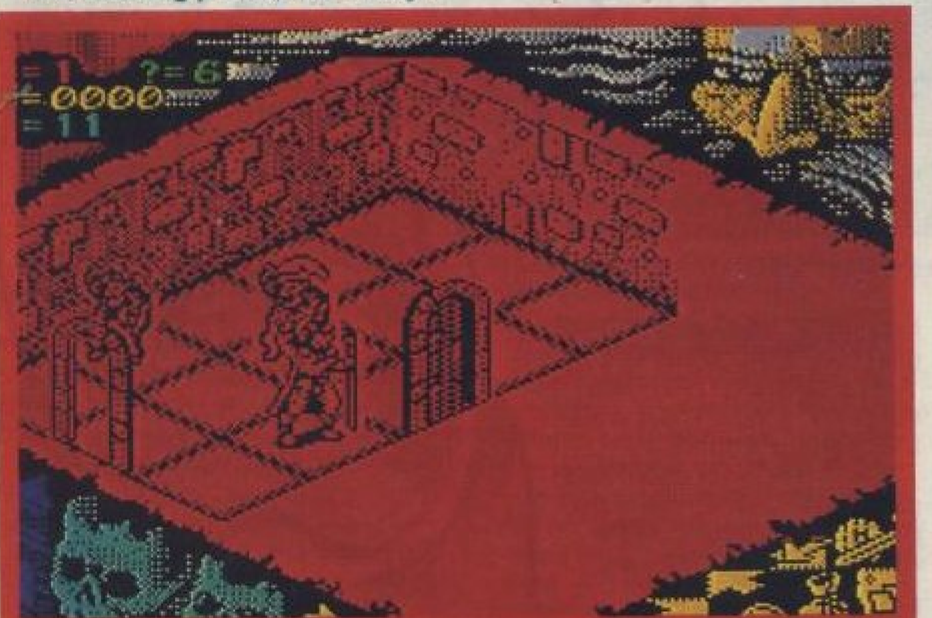


Previews

MAGIC, MONSTERS & MAYHEM!!

High adventure in a world of magic is the theme for Gremlin's next Speccy game — it's *HeroQuest*, a fantasy adventure where you become an aspiring hero destined to overthrow the forces of darkness! 'It all sounds a bit dangerous to me' pipes reluctant hero RICHARD EDDY!

● **Not at all sure what foes I've come up against here. They look a bit like dancing pixies, don't they?**



It's a cold, dark January afternoon, the rain is lashing down outside and the river (which runs along the bottom of the **CRASH** office) is about to burst its banks, flooding the mail order department and sending Jiffy bag supremo Aunt Aggie downstream. The last thing on anyone's mind is becoming a hero, trudging around dungeons waving swords at the forces of evil — calling out the lifeboats would be more the order of the day.

And then software house **Gremlin** arrives on the **CRASH** doorstep. No, not all of them. Just **Gremlin**'s (rather soggy) PR chap ***Ian Richardson***, proffering a *HeroQuest* demo disk. 'It's great, this is' says he, coming inside, raindrops dripping off his jacket and onto the +3. Oh dear.

SO, WHAT IS *HEROQUEST*?

HeroQuest began life as a fantasy board game, which captured the nation's roleplaying hearts. In fact, it's so successful it was the best-selling new board game of 1989! It's an absorbing game where elves, wizards, barbarians and dwarves do battle with dark forces in search of hidden treasure. Judging from the results of the *Crashtionnaire*, *HeroQuest* is a popular game — quite a few of you voted it your Number One hobby (after playing Speccy games, of course)!

Opening the board game's box is an experience — it's packed with plastic miniature figures of nasty creatures, books, playing pieces, cards, dice and the board itself.

The board is large floorplan of a dark stronghold with 22 rooms and winding passages. Following the rule book, you construct different adventure scenarios; stick a few doors here, a table there and evil creatures everywhere!

Pressing all the plastic and cardboard playing pieces out of their frames and sticking the whole thing together can take ages! Which is why a computer version of *HeroQuest* is such a spiffy notion! Just load up the game and you're away — straight into high adventure in a world of magic (as they say).

The whole idea of *HeroQuest* is to achieve the celebrated status of a brave hero, which is quite handy if you fancy marrying any princesses you may bump into. Though what princess would want to marry any of the four characters you can control? There's a hulking great **barbarian**, bulging muscles and sporting a not-very-chic tigerskin loincloth; a warrior **dwarf**, who could pass himself off as a member of **ZZ Top** with his long frizzy white beard; an **elf**, with ears like **Mr Spock**'s; and a **wizard**, who I won't say anything mean about as wizards have a nasty habit of turning people into frogs.

Each of these characters have their own strengths and weaknesses. Like the board game, *HeroQuest* on the Speccy can be played with up to four players at once, each taking turns to enter their quest.

TREASURE HUNTING

So what do you actually do? Basically, you explore sets of rooms hunting for treasure, hopefully bumping off a few minions of the dark and completing a set objective.

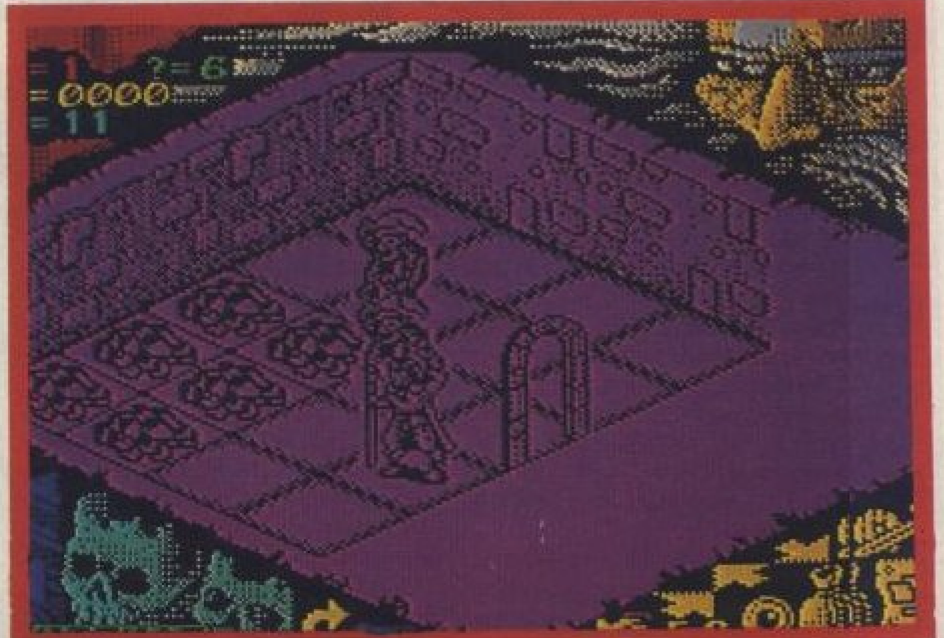
If you choose to play the wizard or elf, you can select a few magic spells to take with you. The wizard can pick three sets of three spells from the categories of Air, Fire, Earth and Water, and the elf can choose one set of three; the barbarian and dwarf can't have any, because they're not magical (bah!).

Now, on to the quests... Any of 14 different quests can be chosen and each one poses a unique set of problems to overcome. None of the quests use the full set of 22 rooms, just a selection of them, with doors and other scenery appearing in different places.

At the top of the list is The Maze, an introductory quest. Known as The Trial in the board game, it's simple enough. You can only move and attack the evil creatures which block your path. The objective is simply to find the exit. Solve that and you're on your way to becoming a hero!

As you'll have noticed from the screenshots, rooms and passageways are shown in isometric 3D. It's not a diagonally-scrolling affair but a flip-screen thingy, where, as you enter a doorway or go further down a passageway, the scenery changes and you find your character in a new

● **Don't think much of the purple decor, and those piles of rocks make it difficult to move around**



location. What you actually move in the game is an arrow cursor — whizz it about and select things from the collection of icons displayed at the bottom right-hand side of the screen.

There are four directional movements. Each time you select one of these your character takes one pace in the direction selected. Other icons include: **Key**, which unlocks things; **Search**, which reveals whether there are any traps, treasures or secret doors in your present location — though you can't Search if there's a monster attacking you!; **Potions** and **Weapons**, to select something to defend yourself with; **Map**, to display an overhead view of the playing area, showing the locations of monsters, doors and objects that you've already discovered; and **Use Weapon** — which helps you kill things!

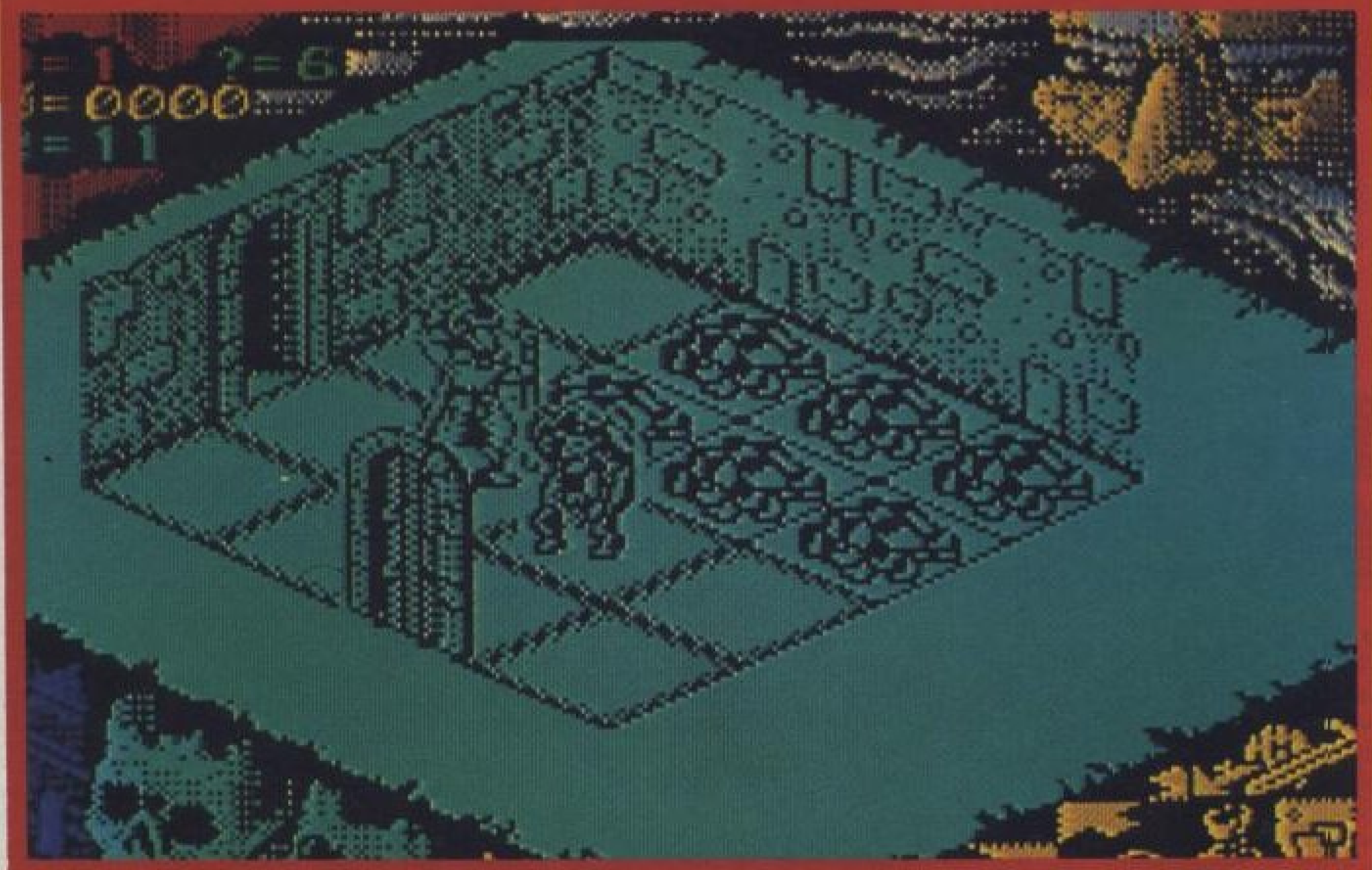
As you progress down the lists of quests, your objective becomes more involved and the monsters you face become more plentiful. You may be off rescuing Sir Ragnor from the clutches of Ulag the Orc Warlord, entering the Bastion of Chaos and going on a massive orc killing spree, or recovering an ancient weapon called the Spirit Blade — the only weapon believed to be able to defeat the ultimate evil Witch Lord, who appears in the final quest. Whether it can or not is something you'll have to play the game to find out!

There are a veritable horde of evil creatures eager for your character's blood (for a complete rundown see the **Hit List** box), so what have you got for defence? Well, the Wiz and the Elf have their spells but other, more traditional, weapons can be found or bought.

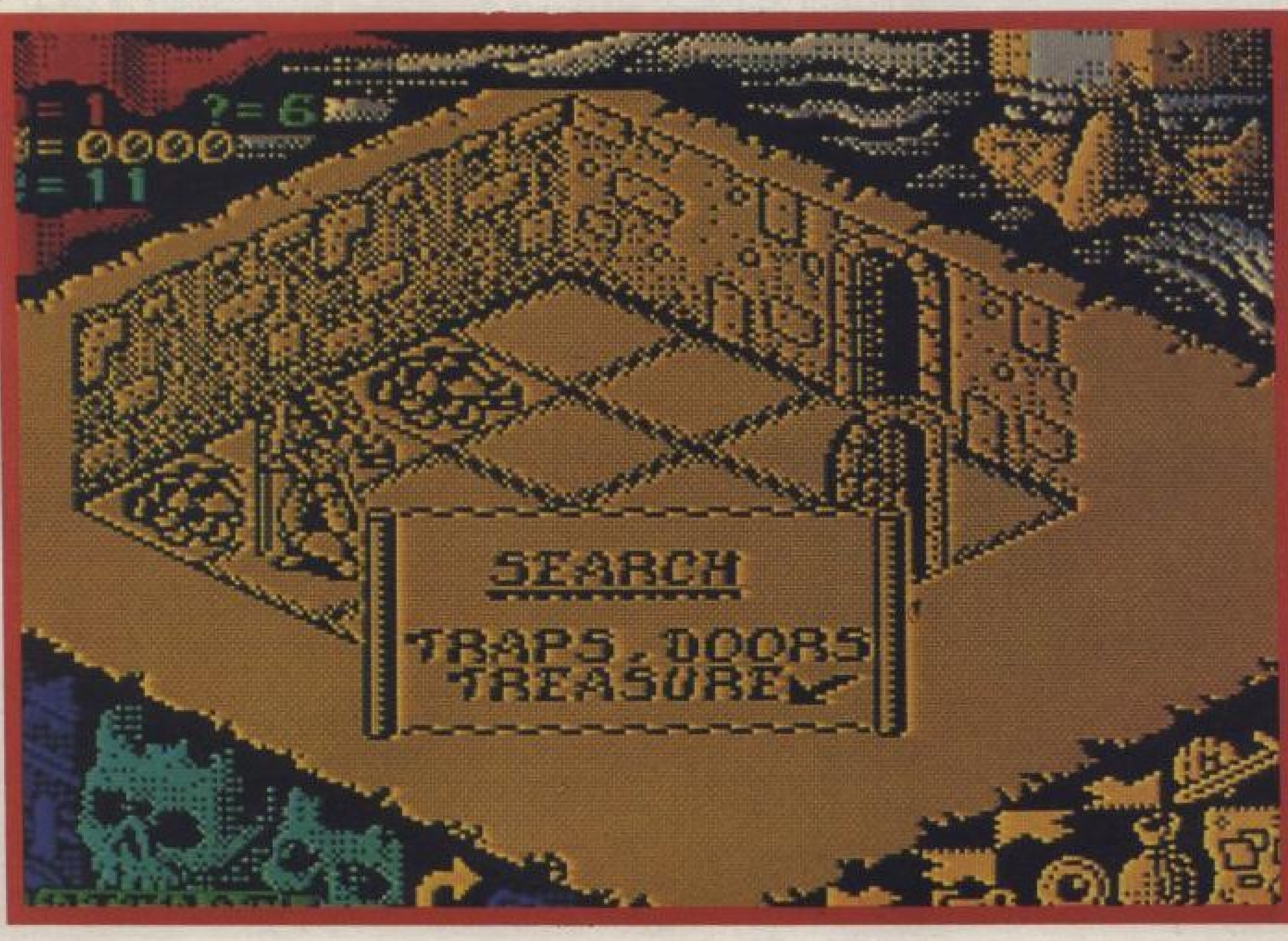
If you're lucky enough to find a chest that isn't booby-trapped, your character may discover a weapon. This doesn't happen often — the best way to build up a personal armoury is to buy weapons.

Each character collects a sum of gold coins as a reward for successfully completed a quest. With this he can pop into a shop and, with the right amount of dosh, buy an item from this selection: staff, short sword, broad sword, battle axe, crossbow, hand axe, spear, shield, helmet, chainmail and a full suit of armour. Prices range from 100 gold coins for the staff to 850 for the armour — and they don't have January sales in this place!

And that's about it! Get spooked out with *HeroQuest* when it's released at Easter and don't miss next month's review and playable demo on the Powertape! Coo!!



Yeeeeeeek! An orc (I think)! It's just one surprise after another in *HeroQuest*



There's a treasure box in this room, but I've just called up the Search scroll and obscured it from view. Pah!

HIT LIST

Meet the gang 'cos the spooks are here, the spooks to entertain you!! (Do-do-do!) With music and laughter, to help you on your way, they'll be raising the rafters with a hey, hey, hey— (SNIP! You're fired! —Ed)

✧ Goblins
Small, cruel green-skinned creatures — dangerous foes. Orcs enslaved many goblin tribes so the two are now found together.

✦ Orcs
Much larger and more powerful than goblins, orcs delight in cruelty and slaughter!

✧ Fimir
Even stronger than orcs, the fimir are one-eyed, lizard-like creatures and are often found leading bands of orcs and goblins.

✦ Skeletons
Slow but relentless, skeletons form the backbone of the Undead Army. (Ho ho!)

✧ Zombies
Like skeletons, only with a bit more flesh. Their movement is awkward and they pong.

✦ Mummies
Controlled by a greater magical force than zombies, the mummies are very hard to overcome in single-handed combat.

✧ Gargoyles
Produced by Chaos magic, the gargoyles' stone skin makes then very hard to wound in combat.

✦ Chaos Warriors
These are men who have become evil warriors. Always heavily armed, Chaos Warriors strike fear into al but the very bravest (and the foolsh, for that matter)!

Previews

Pop! TV! Film! Fashion! You won't find any of that rubbish here 'cos we're about to look at a few games coming soon!

DEEP PUZZLING

● WELLTRIS

Wells are funny things, aren't they viewers? A bit spooky too — riddled with folklore they are. Chuck a coin down a well and make a wish is the old saying. Here's the new saying: chuck a geometric shape down a well and get a high score! Doesn't quite have the same ring about it, but it's true, as you can soon discover in **Infogrames**' weirdo puzzle game, *Welltris*.

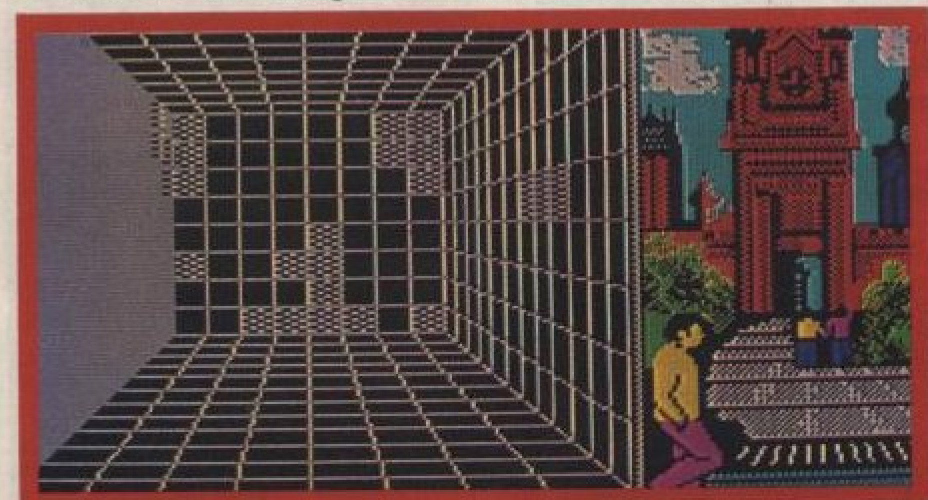
Welltris is the follow-up to *Tetris*, one of the most addictive puzzle games *ever*, and was created by Russian programmer **Alexey Pajitnov**, who's also a grand mathematician of the Soviet Academy of Sciences. Cor!

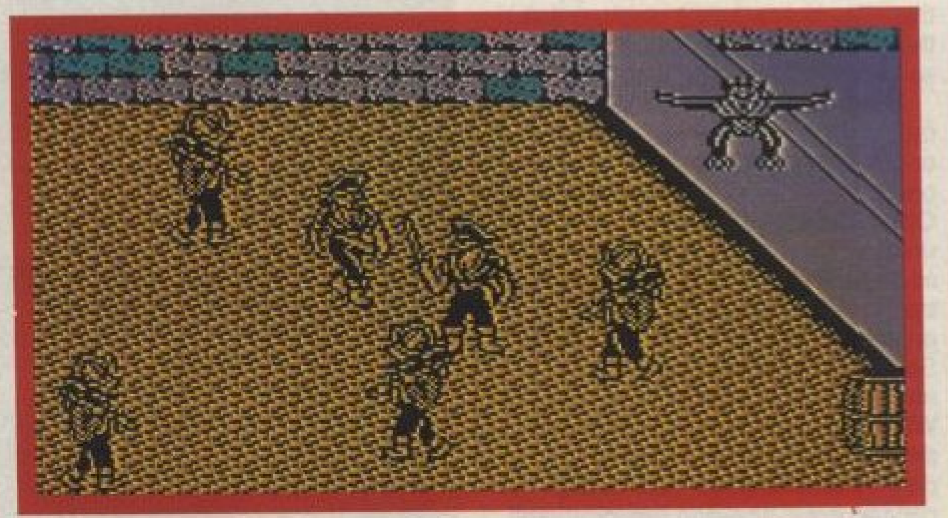
So, what's it all about? Well (ho ho!), you're looking down a square well so the four side walls and bottom floor can be seen. The objective is to manipulate the many different geometric shapes which fall down the well's walls, so when they reach the floor they fit neatly amongst the shapes already at the bottom.

It sounds simple enough, which obviously means it's incredibly tricky to play! And it is! You'll be cursing as the shapes plunge to the floor before you've positioned them correctly, or try to squeeze a four-piece shape into a three-piece hole! Should a fatal mistake be made, one of the walls becomes a no-go area until other shapes have been successfully placed.

With three levels of difficulty and different game speeds, *Welltris* should have you shouting rude words at your Speccy any time now — review next ish.

● Yikes! One wall has just been wiped-out! It's **Infogrames**' puzzler





● Pirates everywhere in *Skull & Crossbones*. You control the fellow in the middle with the big weapon (lucky blighter!)

PASS THE RUM, MATEY

● SKULL & CROSSBONES

Yo-ho-ho and a bottle of rum! Avast there, me hearties! Hoist the main sail (and mind your head on the boom while you're at it)! Pirates off the starboard bow! Yikes! So there are! Blimey! It's all happening here, isn't it?

We're mucking about on *Skull & Crossbones*, the next game to appear on **Domark**'s **Tengen** label. It's a swashbuckling fight against evil pirates in the battle for food, drink, booty and revenge. Set in the time when galleons ruled the oceans, there are eight levels of beat-'em-up action taking place on pirate ships, in Spanish castles, on beaches, into the Far East and in dark, dank caves which hide huge amounts of treasure.

Use your strong sword to perform a variety of attacking moves against the many attackers and learn tactics as you go — swinging on ropes is a good one for a quick getaway!

At the end of each level is a major enemy: use cunning to overthrow Medusa, use all your strength to defeat the evil wizard! It all sounds wonderfully heroic so brush up on your Errol Flynn impressions in time for the game's release this Easter.



● Here we are in the first level of *Robozone*. You control the big green thing, as opposed to the smaller green things (You're fired! —Ed)

GOODBYE EARTH!

● ROBOZONE

Are you Green? (No, I'm sort of pink-ish, really — Ed) No, no, no! Y'know — *Green*. Are you the sort of person to recycle things, worry about the ozone layer and pollution? Pity, really. Because, according to **Imageworks**' next game, *Robozone*, all your efforts aren't worth a jot.

The Earth is so polluted that no human can survive, so we've all been locked away until it's safe to come out. Protecting the Earth's cities is a squad of **Wolverine** robots (looking ever-so-slightly like the *Star Wars* Walkers), who keep everything ticking over until the pollution has subsided. But then, from nowhere, came an evil attacking troop of robots called the **Pollutants** who wrecked cities, scavenged all the metal they could find, then destroyed all the Wolverines in sight. Only one Wolverine remains, and that's you.

So, there you are. A Wolverine robot, stomping around the playing area. The game promises to be an exciting, action-packed shoot-'em-up. It's set in New York and your quest involves travelling through three levels, overthrowing the Pollutants as you go.

Level one is a huge stomp-about-and-blast affair on a grand scale, viewed from the side. Level two is 3D section where you scamper down the alleyways blasting Pollutants, viewed from just behind the Wolverine. A huge horizontally-scrolling shoot-'em-up forms the action plan for the third level as the Wolverine takes to the air, blasting enemies and their defence systems. This level looks like a rollicking good blast and the other two are looking pretty neat, too. *Robozone* hits the streets very soon (*kerr-lunk!*).

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£399 INC VAT

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● It may look like a dustbin with thrust power but it is, in fact, *Atomic Robokid*

ATOMIC BLAST

● ATOMIC ROBOKID

We've told you about this one before, haven't we? Only last time (Issue 83) the screenshots didn't arrive in time! They're here now and should be snuggling up to this bit of text (if they're not, somebody's head is gonna roll!). *Atomic Robokid* is probably going to be **Activision**'s last Speccy product ever, but they're going out with a bang because *Atomic Robokid* is a bit of a corking coin-op conversion!

There are 28 levels of action in which Robokid uses his jetpack to fly about the scrolling scenery and his array of collectable weapons to blast through the alien gun turrets, flying aliens and massive end-of-level creatures. Big, bold graphics gives *Atomic Robokid* a good look — discover if the gameplay measures up in the review very soon.



● Point, Turn, Shirk, Stretch... The choice is yours in *3D Construction Kit*

SPECCY DIY



● ...And here's one I made earlier. Lego-like larks in *3D Construction Kit*

● 3D CONSTRUCTION KIT

Hurrah for the graphics system **Freescape**! And indeed, hurrah for all the fabby games it spawned, like *Castle Master* and *Total Eclipse*! But hurrah, hurrah, hurrah for the latest product to use Freescape: *3D Construction Kit* (it's a kit for constructing things in 3D!).

Designed around the Freescape system, which allows players to wander around landscapes displayed in solid, realistic 3D, *3D Construction Kit* should be the ultimate tool for building a virtual reality game. You can create, design and interact with environments of your own liking — it's like building with Lego bricks then exploring what you built!

But publishers **Domark** reckon you can use it for more than simply creating your own Freescape games — it can be used for 3D modelling, visualisations and educational design studies (and having heaps and heaps of fun with!).

Internal libraries provide a range of sound FX and ready-made stand-alone environments for you to combine with your own designs. *3D Construction Kit* will be suitable for all ages: instantly accessible to the beginner but with considerable depth and levels of control for the more advanced user. And there's a free Freescape game included in the package!

3D Construction Kit is out in April and start saving now — it's got a price tag of £24.99.

GO FOR IT!

● EUROPEAN SUPERLEAGUE

What's the toughest job in soccer? Being **Gazza**'s hanky supplier, perhaps? Cleaning the big bath when the players have gone home (urgh)? No, it's none of them. According to **CDS**'s latest game, it's being the manager of a top European club!

European Superleague gives players the chance to experience all the high-powered thrills of taking one of the top Euro clubs to the top of the league. Choose from teams such as AC Milan, Real Madrid, Liverpool, Arsenal, Beyern Munich, PSV Eindhoven and many more.

Thankfully, *European Superleague* isn't a text-only management game from Dullsville. It's all graphicy and icon driven (woo!). Features include multi-level gameplay, up to seven computer opponents, 160 players with individual skills and the choice of short or long seasons. You also have to attend club board meetings, make important and often quick decisions, set training schedules, talk team tactics, and deal with the press and the stubborn, self-opinionated club chairman! *European Superleague* should be scoring a goal in the shops now and we'll have the full review next issue!

● There's very little time to have an affair with your secretary in *European Superleague*



PREVIEWS

Further lack of pop, TV, films and fashion next issue!


SOMEONE HAS STOLEN MY MIND
SCHWARZENEGGER
STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...
TOTAL RECALL
AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.
THE EGO TRIP OF A LIFETIME
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YOU'RE NOT YOU - YOU'RE ME
YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME-PLAY THAT COMPLIMENTS THE SUCCESS OF THE
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LIVE CIRCUIT

Some funny things go on in the CRASH offices you know. Some things (like the production team) you get used to. But the other day, I witnessed a spectacle never seen before: the members of the advertisement department standing on their desk yelling 'Yeeeeek! Vermin! Call Rentokill!' It would appear we have a new arrival here at CRASH HQ. To whit: a mouse. Though why such a small rodent should intimidate *that* lot is beyond me. Enor, as we've called him (Geddit? *Enor-mouse*?!!), seems perfectly friendly to me. He's always leaving small presents on desks for people to discover in the morning. Anyway, where was I? Ah, letters. The introduction of 128K-only games is this month's topic and further comments are welcome (as are mouse disposal tips). Letter of the month goes to Jadgev Kenth who gets a £40 software voucher. If you fancy the same prize, jot your wibblings down on paper and whizz 'em off to: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

OH NO! IT'S THE 128K DEBATE!

Dear Lloyd
I'm writing to you in the hope that you can salvage my Christmas. I'm a 48K Speccy owner and I've been reading your excellent magazine for over a year. I've had my Spectrum for four years and my software collection consists of six full-price games (yes, only six!). This Christmas, I was hoping to add *NARC* to my collection. After reading your review I was fascinated, so I dropped subtle hints to my parents. They noticed and bought me the game. Imagine my disgust when I discovered, on Christmas day, that *NARC* was a *128K only* game. I was really upset. I had geared myself up for the game only to be let down.

My very thoughtful parents (who kept the receipt) let me return the game. I asked the man for *RoboCop 2*. Guess what his reply was? Yep, '128K only'! Then I asked for *Navy SEALS*. 128K only! Arrrghh! Three brilliant games and 128K only!

I know that the 128K machine cuts out multi-loads and you get better music and graphics, but please, please, please software houses, give us 48K owners some games!

If *RoboCop* was 48K, couldn't *RoboCop 2* be 48K as well? I am sure the vast majority of Speccy owners have a 48K. **Ocean** is losing profit. Surely the more people who buy the games the more profit?? Why doesn't Ocean produce a 128K game and then convert it into a 48K game? That would only involve taking certain bits and pieces out. As long as there is gameplay there, 48K owners won't mind.

I know 48K owners can still buy other games, but games like *NARC*, *RoboCop 2* and *Navy SEALS* are destined to be chart toppers. How do you think 48K owners feel if they can't even get the chance to play let alone buy the game? I feel very angry about this. My Christmas was ruined.
Jagdev Kenth, Walthamstow, London

Do the vast majority of Speccy owners have 48K machines?



Who knows? There are no surveys or information relating to that much-pondered question. If anyone has an absolutely correct idea then they're probably on their way to making pots of money!

Ocean's decision to place its major Christmas titles on the 128K machines were twofold. The 48K hasn't been on sale for over four years and thousands and thousands of 128K Spectrums have been sold since then. But it's the quality of the games themselves that are most important. Ocean's Development Manager Colin Gordon **says that Ocean didn't make a decision months ago only to publish 128K only games from now on. Though he did feel a lot of games were suffering because of the need to produce a 48K version.**

Each game is now assessed at the design stage by the programmers to see the pros and cons of developing a 48K/128K game or a 128K game only. The games such as *NARC*, *RoboCop 2* and *Navy SEALS* were so detailed and had so much depth that the programmers felt they could only do the games justice if they were given the whole 128K memory to work with. If they were forced to produced a 48K version the game would have been poor — and maybe you would have felt more cheated on Christmas day with a very poor rendition of *NARC* that cost your parents 11 quid.

However, don't fret: Ocean's next major coin-op conversion, *Smash TV* is to be published in 128K *and* 48K formats. The programmer decided that the major elements of the game could be squeezed into a 48K machine but it will be the 128K owners who reap the rewards of all for the fancy bells and whistles.

Remember that the Speccy was originally launched in a 16K and 48K version in 1983 — what would things be like now if everyone had stuck to producing games that ran on the 16K as well as the 48K? Anyway, there are still plenty of excellent 48K games to spend your dosh on — in fact, have a £40 software voucher and cheer yourself up!

There was loads of mail on the 128K subject, the following few extracts are just a pick of the comments CRASH received after Christmas...
LM

Dear Lloyd
I got my **CRASH Chrissy Special**, looked at the games and the demos and... *NARC*! Wow! And *SWIV*! Mega! I flicked through the mag to find instructions and... 'Superb 128K playable demo from Storm!' Wot? Where's *NARC*? Ah. 'Death-dealing 128K demo from Ocean!'

Whatever happened to us humble 48K owners? All the rest of the games are 48K/128K so why can't the demos be that way too? Apart from that **CRASH** is absolutely wickedly, radically... um... bodicious!
James Town, Wallington, Surrey

...Have you noticed that while most 48K games have a lot of colour clash (when the games are in colour), the 128K games (like *Saint Dragon*) have very little, if any. Also, with 128K games there's little chance of anything on-screen disappearing. I would like to see more 128K games, but, I'm sure, few 48K owners would agree with me.
Richard Bain, Yarm, Cleveland

...Finally! And about time too! What am I going on about? Proper 128K games. I bought a +2 when it was first launched, having previously owned a 48K Speccy and I desperately wanted some special software developed for the 128K machines. It was around 1986 and a few software houses released 128K games (*Robin of the Wood, Sweevo's World, Supertest 128*) but since then nothing (except **US Gold**'s *Bedlam* which was okay).

And now **Storm** and **Ocean** finally see sense and let rip with some excellent titles. *Saint Dragon* was great but my fave rave this Christmas was *RoboCop 2*! The sound! The music! The endless gameplay! I think most Speccy owners have 128K machine these days (all my friends do) and I would like to see more 128K-only software being developed.
Simon Bridge, Plymouth, Devon

...*RoboCop* was a great game and I played it for ages last year. I couldn't wait until *RoboCop 2* came out because it had to be bigger and better. And it was. So big that I couldn't squeeze it into my 48K Spectrum. A 128K only game means a lot of people can't play it. I was really annoyed. Surely a cut-down version of the game could have been included on the tape that would have worked on 48K Speccys?
Peter Jones, Manchester

...All I can say to 48K owners is don't get a different computer — get a +2! I had *RoboCop 2* for Christmas and it's really excellent. That depth of gameplay with all the sonix couldn't be squeezed into a 48K machine (without about one thousand multi-loads!). I also just got *E-SWAT* which has a 128K version of the game on one side of the tape and a 48K on the other. Though it's not a particularly brilliant conversion the 128K game is tons better than the 48K which is awful. The game playing area only takes up a quarter of the screen! Next on my list of games to get is *Navy SEALS* and to anyone who is still using a 48K machine: sell it!!
Anthony Hobbs, Reading, Berkshire

If you have further comments to add about the 128K games situation, you know where I am. Don't forget to write which Speccy you own, and, if possible, whether your friends have a 48K or a 128K model.
LM

GOING CHEAP?

Dear Lloyd
In the last issue of **CRASH** (Issue 84, January), in reply to a letter from Andrew Potts you told him that most of the software sold in the shops in 1989/90 was budget software. Could this be the solution to full-priced software houses piracy problems?

Most people buying computer games are still at school and have less money than software houses think. They don't mind paying a few pounds for a good game, but they have difficulty finding a tenner or more. Usually their parents are reluctant to hand over this much cash for a game when they see budget games selling for much less.

I myself am only 11 and I get £1.10 pocket money each week. I don't mind saving up for over two months to buy a full-price game. I am sure other people share my views.

In the summer, when hordes of footballing games came out, they flopped because of the price. I'm sure **US Gold** and **Ocean** could have made some more money out of them if they were sold at about £5.99. But by the time people had saved up their money the World Cup was over and the thrill wore off.

At this rate people will forget about piracy and make their own games as I have done.
Sean Wilson, Belfast, Northern Ireland

Many software houses have become set in their ways and are currently unlikely to change — games are sold for either a tenner or £3, that's the established pattern which everyone understands. A mid-price point, as you suggest, has been tried a few times over the past few years and without success — maybe the majority of people, including games players, distributors and shop keepers, see it as half the price of a normal game and therefore half the quality.

Software houses do realise that there isn't that much money in the pockets of younger games players, which is why we have sudden waves of full-price releases at Christmas, Easter and September, when games are most likely to be bought as presents. Budget software sells steadily throughout the year

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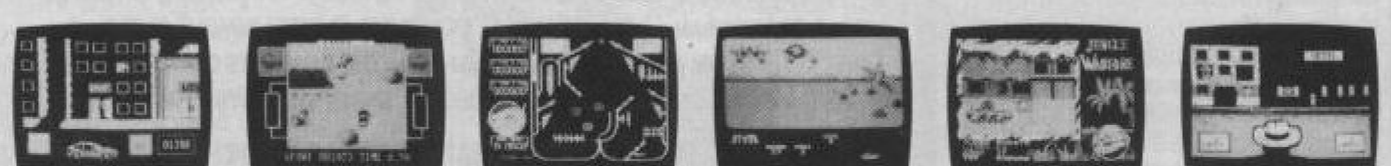
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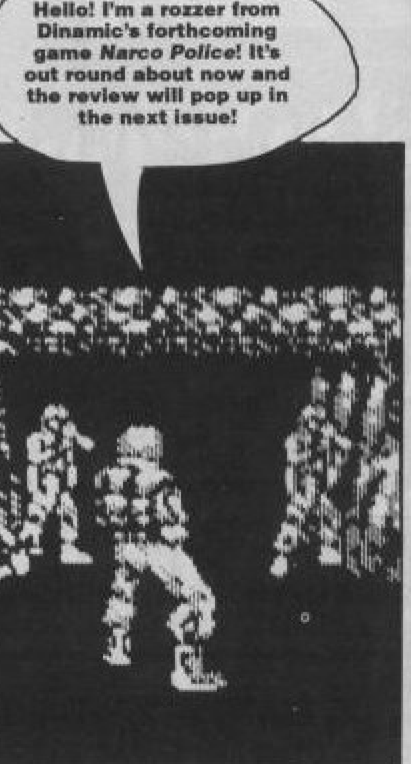
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because of its pocket money price point which is affordable to most people.
LM

MAKE IT YOURSELF

Dear Lloyd
How correct you are to say the Speccy has a lot of life in it yet. Personally I think Andrew Potts (Issue 84) should simply throw his money away rather than get a console. Doesn't he know he can (if he's intelligent) make programs on a Speccy? I only have eight full-price games for my Speccy (hint! hint!), including the best release of the year, *Pang*. I think budget software is better than most full-price games. Offer me *Dizzy 3* or *RoboCop 2* and I would pick *Dizzy 3*.
Paul Kerr, Bramley, Leeds

The art of programming seems to be getting lost with the Speccy turning into a 100% games machine. There are a few creative and intelligent amateur programmers out there and they can gain a reputation for themselves through the CRASH **Powertape. So if, like Paul, you write your own games and feel it's up to standard, send it along and before long CRASH could be showing your talents to the nation!**
LM



And now, from the glittering skip it's prize picking time!

COMPO WINNERS!

The glittering skip has been doing overtime this month, judging all the results from the Christmas Panto Compos and the Turtle Compo! No time (or space) to waste — here are the winners!

TURTLE POWER

Imageworks offered over 100 prizes and the lucky fella who scooped the top prize of a video recorder ånd a Turtles video was Tommy Vanner, Lisburn, County Antrim NI BT28 3EB! **Hurrah! The 100 — *100!!* — runners-up were:**

Jason McLoughun, Solihull, W Mids B92 9HY; Jonathan McBride, Burnley, Lancs BB11 4RB; Tracy Taylor, Bolton, Lancs; Stuart Pearson, Wordsley, Stourbridge, W Mids DY8 5JM; Steven Arthurs, Whitchurch, Bristol BS14 0HU; Jeremy Cooper, Gt Eversden, Cambs CB3 7HR; David Boydell, Stalybridge, Cheshire SK15 3DU; Bruce Glazier, Guildford, Surrey GU1 1PJ; Martyn Shields, Chanterlands Ave, Hull HU5 3NA; Rosemary Coles, Portland, Dorset DT4 2AY; Paul Smith, Stratford, London E15 1QU; Master T Craig, Craigend, Glasgow G33 5QJ; Richard Slater, Highbridge, Somerset TA9 4AB; Jason Day, Simon Jennings, Northleach, High Street, Glos GL54 3EU; Alan Scrivers, Chessington, Surrey KT9 1JZ; Angus Watt, Lhanbryde, Morayshire, IV30 3JU; Helen-Marie Diamond, Rd, Glasgow, GH1 2ET; Mark Norman, Grimsby, South Humberside DN33 1NX; Kevin Edwards, Gravesend, Kent DA12 4LH; Roddy Guttery

Bridgenorth, Shropshire WV16 5JT; Daniel Edwards, Higher Openshaw, Manchester M11 1EZ; Asmara Arif, Bradford 8 BD8 8BE; Robert Blanks, Guildford, Surrey GU2 5SH; Duncan Davidson, Windermere, Cumbria LA23 2DL; Robin and Mike Palmer, Norwich, Norfolk NR13 6PD; Paul Ainscough, Leyland, Preston., Lancs PR5 3AP; Dean Lounidge, Haverhill, Suffolk, CB4 8NE; Andrew Bott, 8 Mountney Rd, Eastbourne, East Sussex BN21 1RJ; Ben Biddiscombe, Swidon, Wilts SN5 8BJ; Richard Hunter, Sprotborough, Doncaster S Yorks; Dominic Chung, Salford 6, Manchester M6 7WX; Ashley Dundas, Hakin, Milford Haven, Dyfed SA73 3EU; Morville O'Driscoll, Worcester WR5 3DX; Neil Blenkinsop, Westwoodside, Doncaster DN9 2DD; Paul Wards, Stormnass, Orkney KW16 3JU; Mohson Haneef, Huddersfield HD3 4NZ; Paul Leach, St Budeaux, Plymouth, Devon PL5 1DR; Mathew Reeve, Felthorpe, Norwich, Norfolk NR10 4DQ; Lorna Reid, Birchington, Kent CT7 0JN; Justin Swann, Melton Mowbray, Leicestershire LE13 0LE; David Worsley, Jericho, Bury, Lancs BC9 7TS; Jaimie Mackay, Glasgow G61 2PZ; Lawrence Pycock, Coxheath, Maidstone, Kent ME17 4QB; Richard Lane, Dorridge, Solihull B93 8BY; Andrew Quick, Port Talbot, W Glam SA13 1YG; David Pike, Livingston, W Lothian EH54 6EN; Ian Sotheran, Shotton Collery, Co Durham DH6 2YB; Asmara Arif, Bradford 8 BN8 8BE; Philip Holden, St Peters, Broadstairs, Kent CT10 2HE; Neil Beaumont, Peebles, Scotland EH45 8HJ; Karl Henshall, Buxton, Derbyshire SK17 7AG; Matthew Ives, Fenstanton, Huntingdon, Cambs PE18 9LL; Barry Chapman, Clacton-on-Sea, Essex CO16 8YS; Owen Ives, Huntingdon Cambs PE18 7AH; Mark Strange, Netherfield, Nr Battle, Sussex TN33 9QE; Jon Doe, Little Stoke, Bristol BS12 6EU; Robert Kingston, Yately, Camberley, Surrey GU17 7JA; Robert Thomas, Port Talbot, W Glamorgan SA13 1SN; Gary Blake, Lower Stoke, Rochester, Kent ME3 9ST; Richard White, Edenthorpe Doncaster, SYorks DN3 2LB; Robin Dalgliesh, Ewes Langholm, Dumfriesshire DG13 0HJ; Luke Douglas, Pentre, Deeside, Clwyd N Wales CH5 2AE; Christopher Scott, Grimsby, South Humberside, DN31 2NN; Paul Adrian Ashworth, Colone, Lancs BB8 0PP; Scott Manning, Elderslie, Johnstone, Renfrewshire PA5 9JE; Helen Dodsworth, Stockton-on-Tees, Cleveland TS19 0UT; James Dolan, Hertford, Herts SE14 2AN; Richard Kelly, Whitchurch, Shropshire SY13 1TE; Master Cameron Taylor, Sauchie, Clacks FK10 3DD; S Young, Armadale, Wst Lothian EH48 2JG; Scott Broughton, Rogues lane, Elsworth, Cambs CB3 8JA; J O'Beirne, Haxby, York, N Yorks YO3 8YN; Master C Jones, Hornchurch, Essex RM11 3HA; Mark Mear, Kidsgrove, Stoke-on-Trent ST7 4BT; Simon Tin, Leicester LE3 0JL; Dan Evans, St Helens, Merseyside WA11 9JN; Chris Jackson, East Cowton, Northallerton, N Yorks DL7 0EH; Oliver Kitson, Hutton Cranswick, Driffield, N Humberside YO25 9QQ; Paul Spencer, Romsey, Hants SO51 8RN; Andrew Broad, Coleshall, Birmingham B46 3EX; Stuart Platt, Rugby, Warwickshire CV21 4AS; Kevin Jones,

Leeds, W Yorkshire LS9 0EE; Tom Aitchison, Frampton on Severn, Gloucestershire; P Render, Dewsbury, W Yorks WF13 3RZ; Chris Howe, Chaddesden, Derby DE2 6SE; Alison Ashley, Gravesend, Kent DA12 5LE; Brian Nissim, Sunningsfield Road NW4 4RA; James Coyne

Gosport, Hants PO12 4AY; Paul Smitn, Solihull, W Mids B91 3NE; Daniel Thompson, Newbiggin, North London NE64 6XB; Jonathan Reynolds, Broseley, Shropshire TF12 5NS; Cregg Cormack, Bridge of Don, Aberdeen AB22 8TG; Andrew Doylan, Cheadle Hulme, Cheadle, Cheshire SK86 6HR; R M Went, Milton Keynes, Bucks MK6 4HZ; Chris Dalgliesh, Ewes, Langholm, Dumfrieshire DG13 0HJ; Stuart Galloway, Aberdeen AB1 6RQ; Paul Wilkinson, Gt Harwood, Lancs BB6 7AP; Lesley Reeves, Salford M6 6EY; 96) Chris Dalgliesh

Glendivan Farm, Ewes, Langholm, Dumfrieshire DG13 0HJ; Kelly Cooper, Ratby, Leicester LE6 0NR.

CODEMASTERS COMPO

From the Dizzy compo, the winner of a colour TV is Myles Haughton, Uckfield, East Sussex TN22 1TH! **Runners-up who each get a T-shirt are:**

Simon Williams, RAF Wildenrath, BFPO 42; Paul Dobson, Banstead, Surrey SM7 2JB; Casey Reed, Meadows, Nottingham NG2 2EP; Andrew Lewis, Heath Fm, Shrewsbury SY1 3HR; Richard Lane, Dorridge, Solihull B93 8BY; Phillip Young, Tremorea, Cardiff, S Wales CF2 2PS; Stuart Howard, Edmonton, London N18 1NN; Matthew Holland, Wigan, Lancs WN1 2HD; B G Skelton, Scotton, Nr Gainsborough, Lincs DN21 3QT; Brian Montgomery, Haywards Heath, W Sussex RH16 4QE.

EMPIRE COMPO

Winner of Empire**'s Gazza**

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Aladdin compo, which offered England Footy strip, phoies and a *Gazza* game is Neil Barber, Widegates, Nr Looe, Cornwall PL13 1QE!

Games and photos for the runners-up, who are:
Ian Smail, Gartmore, Stirling, Scotland FK8 3RJ; Andrew Deaning, Thornbury, Bristol, Avon BS12 1AW; David Jacks, Chatham, Kent ME4 5JQ; Lee Swannack, Ferndale, Rhondda, Mid Glam, SWales CF43 4NG;

Andrew Ollett, Giberdyke, Brough HU15 2XS; Stuart Richards, Higher Heath, Whitchurch, Shropshire SY132JB; Mr J Rawlinson, Huyton, Liverpool L36 3SS; Mark Broun, Tilehurst, Reading, Berks BG35SW; David Challinor, Great Sutton, South Wirral L66 LX; Billy Hynes, HighburyQuadrant, London N5 2TJ; Raja Nair, East Ham, London E6 1LN.

GREMLIN COMPO

Gremlin's Sleeping Beauty compo had a super Skalextric set for the winner! Who is it? Why, it's V Holliday, Somercotes, Derbyshire. **Lucky blighter!**

KIXX COMPO

Every Kixx game ever, ever, ever was the prize on offer and the person who now has one of the biggest software collections is: Leigh Wilson, Bridgenorth, Shropshire!

OCEAN COMPO

First prize in Ocean's **Cinderella compo was a ghettoblaster, and copies of *Puzznic* and *Plotting*. Who is going to be annoying their parents with a lot of loud noise? It's** Paul Davies, Wood Lane, Stoke-on-Trent ST7 8PD! **For runners-up there are copies of either *Plotting* or *Puzznic*, and their names are:**

Anthony Hughes, Llanrumney, Cardiff, Wales CF3 9JN; James McGuire, Old Trafford, Manchester M16 7GD; Trevor Croucher, St Peters, Broadstairs, Kent CT10 3HN; Colin Hall, Leeds, LS7 2LL;

Syrus Wynne, Edgware, Mddx; Jonathan Raggett, Kempshott, Basingstoke, Hampshire RG22 5PD; Paul Bleck, Lexden, Colchester, Essex CO3 5AD; Mr D Pinkett, Yeovil, Somerset BA21 4PY; Daniel White, Henley-in-Arden, Solihull, W Mids B95 5LF; Gary Hennighan, Oswaldtwistle, Lancs BB5 3QD; Mr J S Forward, Chislehurst, Kent BR7 5JG; Michael Burke, Whitley Bay, Tyne and Wear NE26 3UG; Matthew Jones, Pennard, Swansea SA3 2DP, James Chamberlain, Crofton, Wakefield, W York WF4 1LH; Mattew Edmonds, Uttoxeter, Staffs ST14 7NT; Stephen Otoole, St Austel, Cornwall PL25 4HR; Simon Almond, Winsley, Wiltshire BA15 2NW; Stuart Pearson, Wordsley, Stourbridge, West Mids DY8 5JH; Chris Jones, Hornchurch, Essex RM11 3HA; Paul Norton, Breightmet, Bolton, ABL2 6JQ

SEGA COMPO

Sega's Jack and the Beanstalk compo had a Sega Master System Plus as top prize. And Britain's latest console owner is: Keith Lambert, Chorley, Lancs PR6 0AN!

Runners-up get a Sega goodie bag!
Matthew O'Donoghue, Bromley, Kent BR1 3PX; Jamie Bywater, Wollescote, Nr Stourbridge, W Mids OY9 9BB; Richard Lillycrop, Watton, Norfolk IP25 6EL; Ben McDonald, Shrewsbury SY3 7TB; Paul Fox, Morley, Leeds LS27 0DG

US GOLD COMPO

And finally... A Nintendo GameBoy, courtesy of US Gold, **was up for grabs in the *Line of Fire* compo! The Winner is:** Mr A Thomson, Hainault, Ilford, Essex IG6 3DR!

Runners-up get a copy of the *Sega Master Mix* compilation!
David Maddison, Louth, Lincs LN11 0HX; Paul Render, Densbury, West Yorkshire WF13 3RZ; Mattew Noble, Gainsborough, Lincs DN21 1DA; Roger Day, North End, Portsmouth PO2 8BS; Barry Fitzpattrick, Cundy Cross, Barnsley, South Yorks S71 5QU; Philip Bartlett, Bexhill-on-Sea, East Sussex TN40 1TH; Paul Neal, Barrow-on-Sea, Loughborough, Lincs LE12 8QH; Alan Patten. Rainhill, Prescot, Mersyside L35

6NQ; Wesley McGovern, Heston, Middlesex TW5 0RL; Gareyth Coles, Taunton, Somerset TA2 7QB

And that's it — about five billion prizes given away! If you haven't won anything by now, give up! Haw! Haw! No, seriously — keep entering those compos, your lucky number might come up one day! Unless it's 2,546,832, 836, of course.

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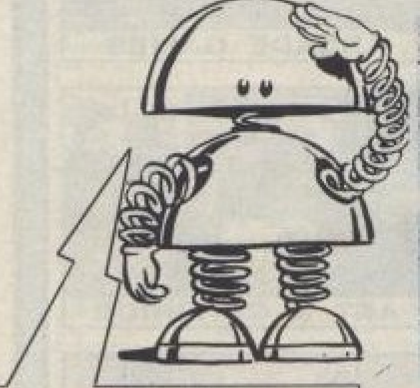
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The SAM page

More frenzied action with our blue-footed friend. This month, NICK ROBERTS takes a look at some of your letters, as well as giving you all the latest Coupé gossip. Keep the letters, pictures and demos rolling in to: Newsfield, Nick Roberts, SAM PAGE, Crash, Ludlow, Shropshire SY8 1JW.

NEWS UPDATE

■ It looks like **SAM Computers Ltd** are in for an exciting year — they've got three major products ready to burst out of their Swansea headquarters. *Masterdos* is the product all disk users have been waiting for. It's a set of advanced disk utilities that allows SAM disks to be used in a similar way to normal PC ones. *Masterdos* sets up a set of root directories and can handle up to 700 file names at a time, instead of the 80 on the normal Coupé operating system. *Masterdos* should be available now at £14.95. This is a stand-alone product but will also come in very useful with the following...

■ Due to popular demand, **SAM Co** are producing a one megabyte memory upgrade. Instead of being fixed internally, like the 256K upgrade, this comes as an external memory connection formatted as a series of 780K disks. You can have as many disks as you like — you could turn your Coupé into four megabyte monster m—:ine!

Tasks like transfering all the files on the computer into RAM are simple with this amount of memory. You could store six games in one meg, and call them up instantly, or use it to make quick back-ups. The megabyte memory upgrade costs £79.95, the same price as a disk drive, and in line with the prices of upgrades on other machines.

■ The **SAM Buss** costs a tidy £49.95 and gives the Coupé four expansion ports to play with. The package has four external interfaces which are fully buffered and comes with a built-in realtime clock, which would be very useful when used in conjunction with the *Masterdos* system.

There's also an external power socket, in case your normal SAM power pack can't cope with the extra power demands. This product will be helpful to anyone wanting to expand their SAM Coupé.

■ The long-awaited **SAM Mouse** has finally been designed. **SAM Co** are now waiting for special chips to be made so they can go ahead with the project. **Alan Miles** said to expect something around Easter, although he was making no promises.

■ For anyone interested in using the Coupé for MIDI sequencing, the **All Formats Computer Show** in London was the place to be recently. **Tim Humphries** has developed a system which he demonstrated at the show. The finished product should be available in time for the next show, to be held towards the end of February.

■ Having troubles with your SAM? Then you'll be interested to know there's a place to go for advice and repairs. **PBT** are an efficient and speedy repair centre that specialise in the Coupé. If you have any problems you can contact them on **0639 885008**.

■ Finally, I have hot news on **SAM Tape 4**. The battle of compatability with the Spectrum could be over (we're all keeping our fingers crossed!). This new version of the emulator tape should be available around the middle of February so watch out for it.

LETTERS



SOMEBODY HELP!

Dear Nick
I have a problem with my SAM Coupé and I wondered if you could help. The problem is that I'm doing my own program and I would like to know how to call up another screen by pressing one letter on the keyboard.
Christopher Twamley, Castle Bromwich, Birmingham

Can any of you Coupé Crazies out there help Christopher out? If you can, send your solution in to me at the usual address and I'll pass it on.

SOFTWARE SORROW

Dear Nick
I have a few points to make about the state of the SAM Coupé's support. There has been absolutely no movement or commitment made by any software houses, except **Enigma Variations** (and **Domark** for their **Tengen** licences). Major houses such as **Ocean**, **US Gold** and **Code Masters** have made empty promises regarding the Coupé, ie compatibility allowances, Coupé *Strider* and *Treasure Island Dizzy*, respectively.

One would think that with the thousands of Coupés in the UK it would be an exploitable market by now, but still it is ignored. Some months ago, I wrote to Code Masters, US Gold, Domark and Ocean. It's interesting to note that only US Gold replied, with guff about a special conversion of *Strider*, which failed to appear. Since then, out of the four only Domark's name has appeared in the hallowed SAM page (and these Domark games are being handled by **SAM Co**'s software wing, Enigma Variations). Thank God for PD.

Local software stores are also conservative about the Coupé beyond all reasonable caution. Local Belfast stores have certainly heard of the Coupé, but won't stock SAM Co products unless the Coupé 'takes off' This, I feel, is their stupid loss, and a very blind attitude.

Thanks for this opportunity for a political whinge at the software powers that be. Please give SAM Page more pages!
Eamonn Creen, Belfast

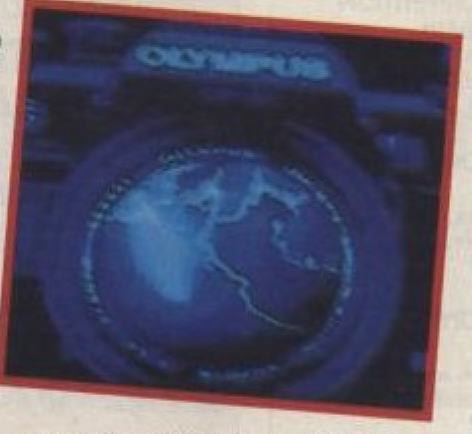
Quite right too, Eamonn. More commitment is definitely needed from the big software houses. Just promising that their Spectrum releases will be compatible is not enough. SAM owners want to see their glorious computer in all it's glory, not running games packed with monochrome graphics and beep sounds! So come on everyone, what have you got to loose? Enigma Variations **seem to be making a living out of this computer.**











★ A glimpse at what's in store for you on the free SCPDSA demo disk.

SCPDSA ALL THE WAY!

I bet you're wondering, 'What's all this **SCPDSA** stuff about?' If you own a SAM Coupé and you're not, you ruddy well should be! It stands for the **Sam Coupé Public Domain Software Association**, set up to provide an easy source of information on all SAM PD.

The SCPDSA is part of **Team Sam** and have the full support of **SAM Co**. The association works by producing a constantly updated catalogue of all public domain software available to Sam owners. Called *SAMsational Software!*, it's available by subscription for £2 and comes with a free demo disk, containing some examples of what to expect from your favourite computer.

As well as being a source of PD, SCPDSA also protects the programmers of SAM masterpieces by registering their software at the association. Awards of quality will also be made so programmers have a standard to aim for and users know exactly what they're getting.

If you're interested in the Sam Coupé Public Domain Software Association (a bit of a mouthful isn't it?) then write to: **SCPDSA, 42 Eaton Drive, Kingston Upon Thames, Surrey KT2 7QT** for a subscription form.

That's it for this month. Things are definitely looking up for the SAM, following a particularly good period leading up to Christmas. The computer's popularity is growing and a development in Poland is on the cards (golly!). Good luck Uncle SAM!

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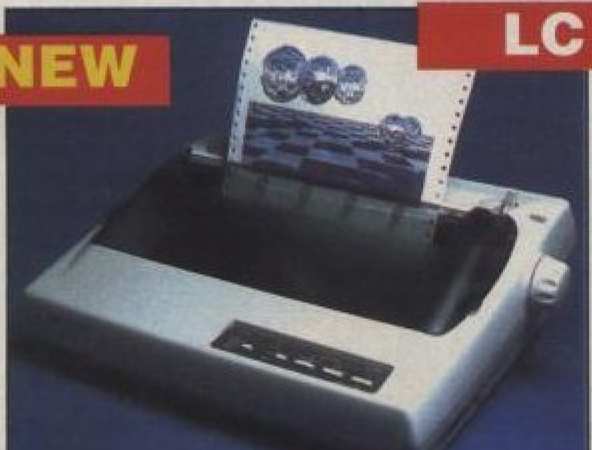
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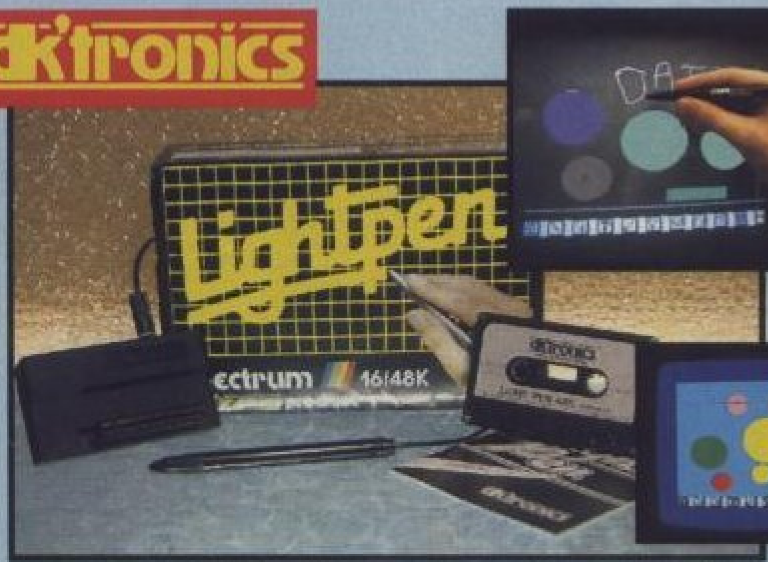
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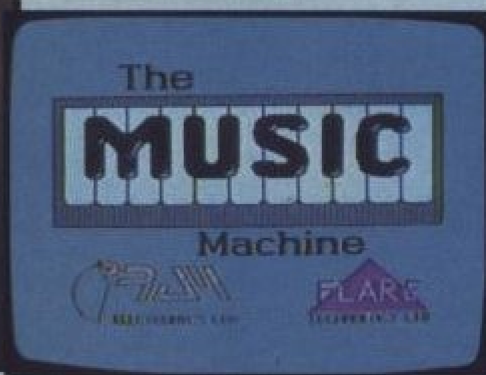


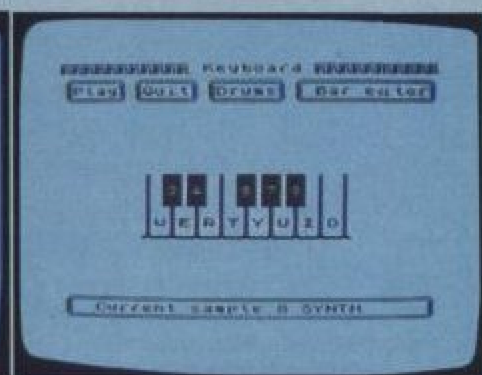
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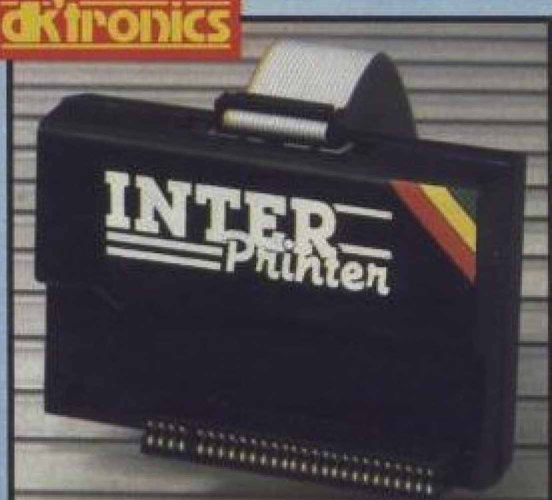
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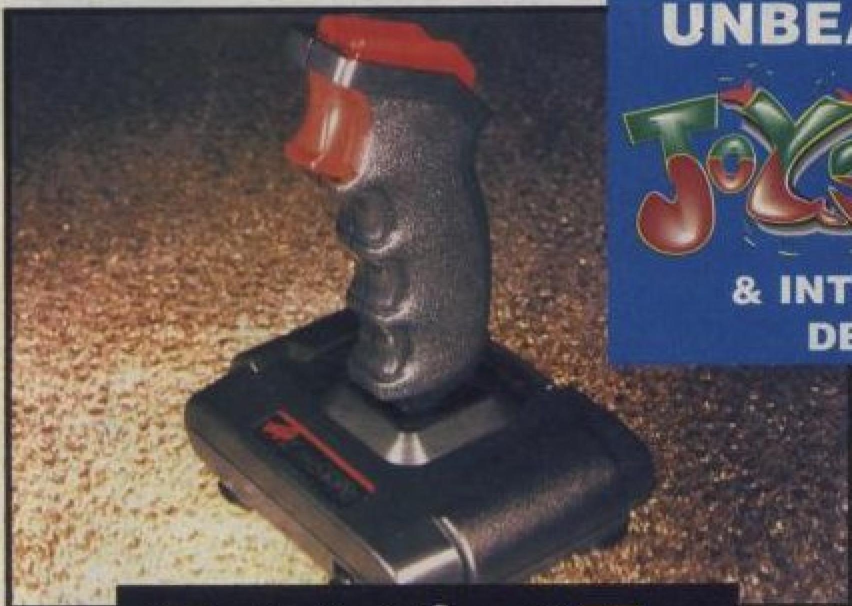
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Go monster mad

Design a new monster for Jetman to loon about in space with!!

★ WIN A NINTENDO DELUXE CONSOLE!
★ WIN *SOLAR JETMAN* ON THE NES!
★ WIN SPECCY GAMES FROM STORM, TOO!



Can you remember any of the old Jetman games? Erm, only a few of you? Not surprised, really, as the last time Jetman made an appearance on the Speccy was in 1983! But now he's back! Back!! *BACK!!!* The more observant of you may have noticed this already, due to the fact that the universe's biggest loony is on the cover, featured in a Power Preview, in the cartoon strip, and now here in the compo!

WHERE HAS HE BEEN?

The history of Jetman goes like this: There was this software house called Ultimate, who were considered the be-all and end-all of whizzy Speccy games. One of their first heroes was Jetman, who featured in two spiffy offerings: *Jetpac* and *Lunar Jetman*. Then it all went quiet for about six months.

In June 1984, CRASH Issue six hit the streets and, with no introduction, the first Jetman comic strip appeared. Ultimate continued publishing smashing games, but none of them starred Jetman.

What happened then? Erm... Oh, yeah. Ultimate sold their name to US Gold. And later bought it back. Except by this time they'd decided to change their name to Rare, and gave up the Speccy for the Nintendo console. Then it all went quiet again.

But in 1990, Rare designed *Solar Jetman* for the Nintendo, which was published in the USA by Tradewest, and everyone said 'Hurrah! He's back!'

Now *another* company enters the story: The Sales Curve, publishers of Storm Software (*Saint Dragon* and *SWIV*), signed a deal with Tradewest giving them the rights to produce Speccy versions of lots of Tradewest's games — including *Solar Jetman*! And here it is! (Nothing is ever simple when you're dealing with Jetman.)

THE PRIZES!

Solar Jetman from Storm looks like being an absolute stonker of a arcade game! And Storm are celebrating the happy event with a top prize compo! On offer as first prize is a complete Nintendo Deluxe console set, which includes the control deck, joypads, a robot and a couple of games! Not only that but a copy of Nintendo *Solar Jetman* is also being thrown in!

There are prizes for runners-up too! Yes indeed! Because we know (from the Crashtionnaire results) that some of you own Nintendos as well as Speccys, there are ten — *ten!!* — copies of Nintendo *Solar Jetman* on offer! But if you don't have a Nintendo, Storm are stumping up ten copies of their latest smash hit Spectrum game, *Saint Dragon* (what nice people)!

HOW TO WIN LOTS

To be in with a chance of winning, put your thinking-in-a-creative-sort-of-way hat on and design a monster! Erm, yes, it does sound a bit silly, really. But there is method in our madness (sort of).

We want you to create a new friend or foe (doesn't have to be a monster) to join Jetman in his comic strip adventures here in CRASH. Draw a piccie! Jot down details on what he/she/it's like, and the sort of things they get up to!

The judge for this compo is Jetman's artist John Richardson, so check out the last few strips to work out what tickles his funny bone. You can be as mad as you want with this — just have fun!

Send your entries, along with your name, address and whether you want a Speccy or Nintendo game, to: NEWSFIELD, MONSTER MAD COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Everything here by March 21 pleeeeease!

Nick's PLAYING TIPS



You'll be as mad as a March hare if you miss the superscillious tips I've got for you this month. All fans of the egg-type bloke are in for a real treat (I think he means Dizzy - Ed) because there's a map and solution to the cover game from the January issue, *Dizzy 3.5* and everything you could possibly wish for on the latest Dizzy adventure, *Magicland* (including a groovy map by yours truly!).

If you're more of a serious gamesplayer then help on Infogrames' *Hostages* might be what you're looking for. Ray Parry of luverly Liverpool is a bit of a serious gamer and receives a £40 software voucher for his low-down on the game. Well, I haven't got time to waste, I'm going to get back to trying to complete *Magicland Dizzy*. See you at the end...

PANG

Here's a little cheatette for all *Pang*sters out there. It was stumbled upon by Andrew Naylor **of Beeston and his mate. It will take you on to the next level of the game, handy as there are loads of levels to complete.**

Take your player to the right hand side of the screen and hold down right. Now press 'H' to pause the game on any level you've reached. Keep the key held down until the music stops. The screen should now go still for a moment and then the game will go to the end of level screen with the characters on it. You should then move on to the next level. If it doesn't work first time (it's one of those temperamental ones), just unpause the game and try again.

POKEMANIA

More fun with your poking pal Graham 'Turbo' Mason **this month. Just take a butchers at what this master of Spectrum hacking has got for you...**

Miami Cobra GT — infinite turbos, fast end-of-level timer
Yogi's Greed Monster — infinite energy, infinite sweet power
Hawk Storm — far too many to list, infinite everything possible!
Edd The Duck — infinite lives
Firelord — Infinite lives
Pang — players one and two infinite lives
RoboCop 2 — infinite lives, no timer

HOSTAGES

Anyone who's stuck on this action-packed game from Infogrames **will be glad of the help on offer here from** Ray Parry **of** Liverpool**. For his troubles Ray gets this month's £40 software voucher.**

POSITIONING YOUR MARKSMEN

Depending on your choice of mission, the density of the searchlights varies:
LIEUTENANT — low density
CAPTAIN — medium density
COMMANDER — high density

How to deal with the searchlights:
❍ **'V' lights** — comparatively easy. Wait until the light is above DICT man's head then walk under or forward roll to make sure you clear the beam.
❍ **Vertical lights** — very easy. Just wait until the light leaves the screen then walk forward.
❍ **Triangle light** — moderate. Wait until the light is moving upwards to its finishing position, then roll underneath making sure you clear.
❍ **Parallelogram light** — hard. Follow the beam when moving left to right, lie down in the middle of the pattern and wait until the beam comes back. When it passes over get up and carry on.
❍ **Reverse parallelogram** — very difficult. The only way I could find to conquer this one was to walk through it, or if you're lucky and there's a door or window in the middle of the pattern, follow the beam then enter the hiding place and leave it after the beam has passed behind you. Give your man half a second to cancel out the time it takes him to leave his hiding place.
❍ **Reverse Triangle** — difficult. Follow the light until it's in finishing position then roll away as fast as you can. Continue rolling until clear; the beam is harder to escape because it's moving in the same direction.

Strategy

When controlling a DICT man, if you find yourself surrounded by lights it's best to head for the nearest hiding place in either direction. The three designated sniper posts are located between these positions.

Always try to get your first sniper into the third sniper position as this takes the pressure off getting your remaining snipers into position. Don't settle for second best, always try to get all three snipers into position, and on commander level all I can say is good luck!

STORMING THE EMBASSY
Abseiling (128K only)

The fastest method to descend is:
1 ▼ Position man on roof.
2 ▼ Press and hold fire, three seconds will do for maximum.
3 ▼ Press right and release fire button.
4 ▼ If you wish to stop, push left. If you wish to break through the window, push left when the DICT man's head is level with the top of the window pane.

If you stop above the window entry level, push right to open the rope and descend, then left when the DICT man's legs are vertical or when you descend to the correct height. If you stop below the window, push up until the DICT man has reached the correct height.

INSIDE THE EMBASSY

Enter the Embassy through the third floor, bottom right window. The one next to the stairs. Press fire and position your cursor in-between the door and the bottom picture, just above your man's head. Do this to prevent losing the advantage over a terrorist; after using your weapon it's best to reposition your gun.

Using one man at a time is best as you only have to concentrate on one thing at a time, making life more manageable.

On the first four missions you can see terrorists on your mini-map. Try to elimate them first. Follow this procedure:
Corridor encounter: Blow them away, simple!
Room encounter: Slightly more complex. One, centre cursor before entering room. Two, if terrorist is behind the door, shoot at it and he should move. Three, enter the room and fire the gun continuously, wait for the terrorist to face you. Do not try to face him. When he appears, shoot him — aim for the head as this is good practise for hostage encounters.

Hostage Encounters

If you come across this and it's not immediately next to you in the corridor, try to escape or you'll waste time moving to the hostage. Do NOT try to shoot at the terrorist from a distance as you will most probably hit the hostage.

To eliminate a terrorist with a hostage follow this procedure:
1. Aim cursor of gun at the top of the screen and in the centre of the horizontal axis.
2. Enter the room and fire, wait for the terrorist and hostage to appear then bring the cursor down onto the terrorist. Once hit, release the fire

button to make sure you don't kill the hostage. Once dead, the terrorist disappears. Take the hostage to the designated room.

DICT Strategy

1. Once a floor is cleared, place a man by the top of the stairs to prevent free movement of terrorists.
2. On mission assault, take care when entering a room as terrorists are only shown on the mini-map when in a corridor.
3. Only use marksmen when you have a definite target, as hanging around wastes time and could put a member of the team at risk.
4. When using marksmen don't try to shoot at the two figures following each other as they represent a terrorist and hostage. If you do shoot you'll kill both and to kill a hostage is almost as bad as shooting one of the Queen's corgis.

MAGICLAND DIZZY™

It's eggstraordinary! I get nothing on this fab game for weeks then two solutions come in at the same time! A bit like waiting for a bus around here. For all you Dizzy fans out there, here's the complete low-down on the little bloke's latest adventure, *Magicland*, compiled from letters sent in by Neil White **of Doncaster,** Neil Scribbins **of Milton Keynes and my own tippets!**

Key to objects and characters

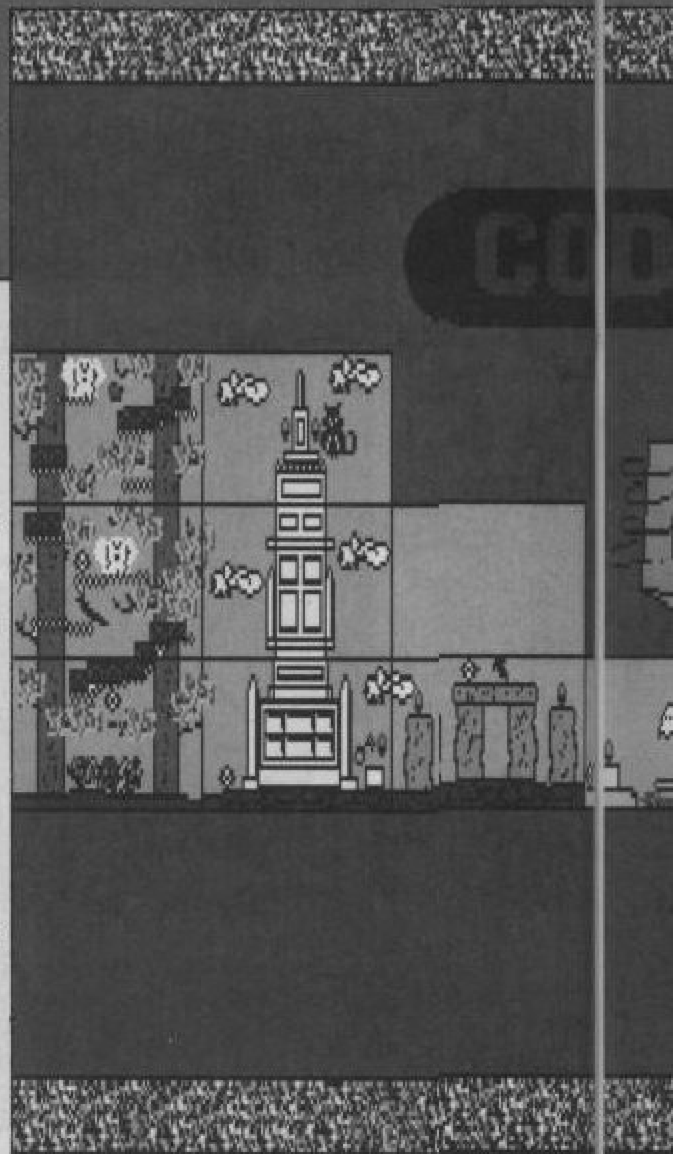
A ● **Diamonds** — collect 30 and give them to the devil at the end
B ● **Black Cat** — give it to the witch
C ● **Shark** — jump on it's fins
D ● **Ancient Lamp** — rub to summon Zaks
E ● **Handle** — wind up rope at well to get bucket
F ● **Power Pill** — eat Ghosts
G ● **Gold Cross** — use to ward off Vampira
H ● **Lightning Rod** — Place on Dozy's alter ready to summon Zaks
I ● **Bucket** — fill with hot water from geyser and melt Denzil
J ● **Monkey** — avoid his coconuts (way-hey!)
K ● **Dagger** — to cut the rope holding the goat
L ● **Back Door Key** — open the back door
M ● **Ghost** — kill with the power pill
N ● **Drink Me Potion** — give to Daisy
O ● **Fireball** — avoid them!
P ● **Trident** — to kill Zaks
Q ● **Poisonous Apple** — give to witch
R ● **Goat** — buts troll off the bridge
S ● **Troll** — nasty piece of work!
T ● **Harpy** — no need to go anywhere near him
U ● **Bard/Magic Pipes** — give him the stereo
V ● **Bag Of Rubbish/Empty Milk Bottle** — useless
W ● **A Cloth Duster** — to rub ancient lamp
X ● **Eat Me Cake** — useless
* ● **Big Stick** — hit goat with stick, he will bolt the troll
1 ● **Daisy** — give her a drink
2 ● **Denzil** — hot stuff!; he'll give you the stereo
3 ● **Dora** — kissy, kissy!
4 ● **Dylan** — hubble, bubble, toil and trouble!
5 ● **Dozy** — summon a shock
6 ● **Grand Dizzy** — rescue him moonwalking!
7 ● **Queen Of Hearts** — she is a tart
8 ● **Zaks** — the nasty wizard himself, poke him with something sharp
9 ● **Vampira** — can get very cross
10 ● **Devil** — making deals with the devil?
11 ● **Prince Charming** — more kisses!
12 ● **Good Witch Glenda** — with a big cauldron

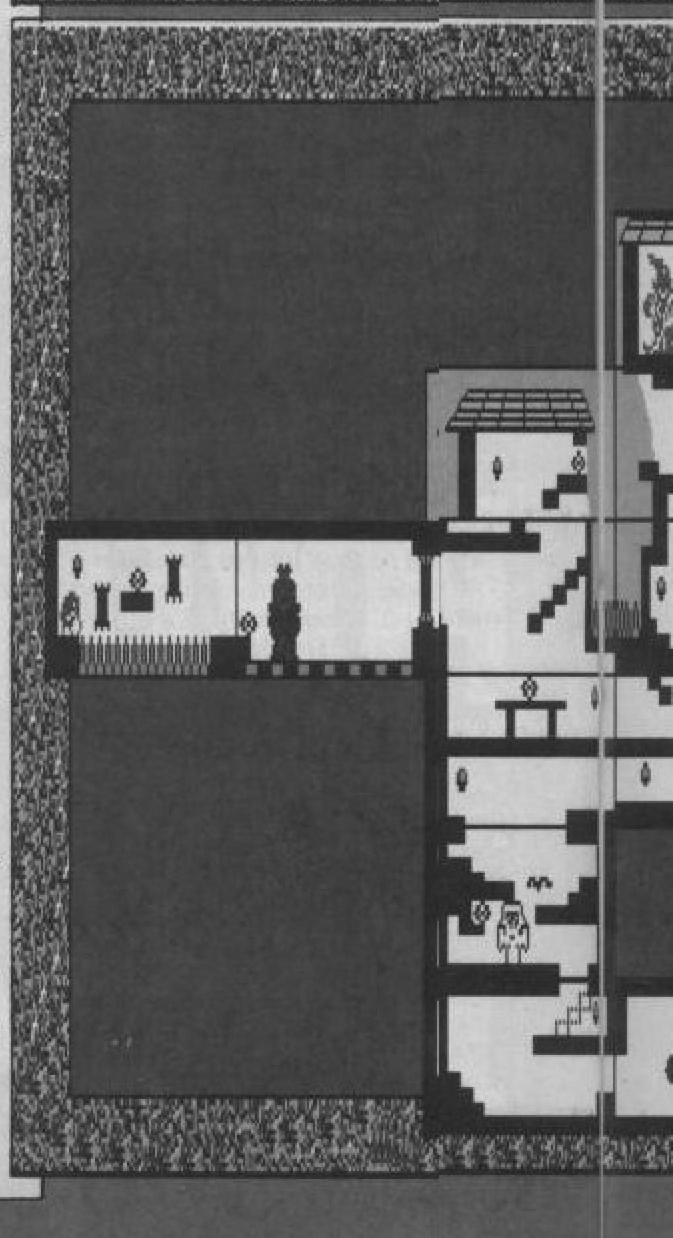
Where to find the 30 diamonds

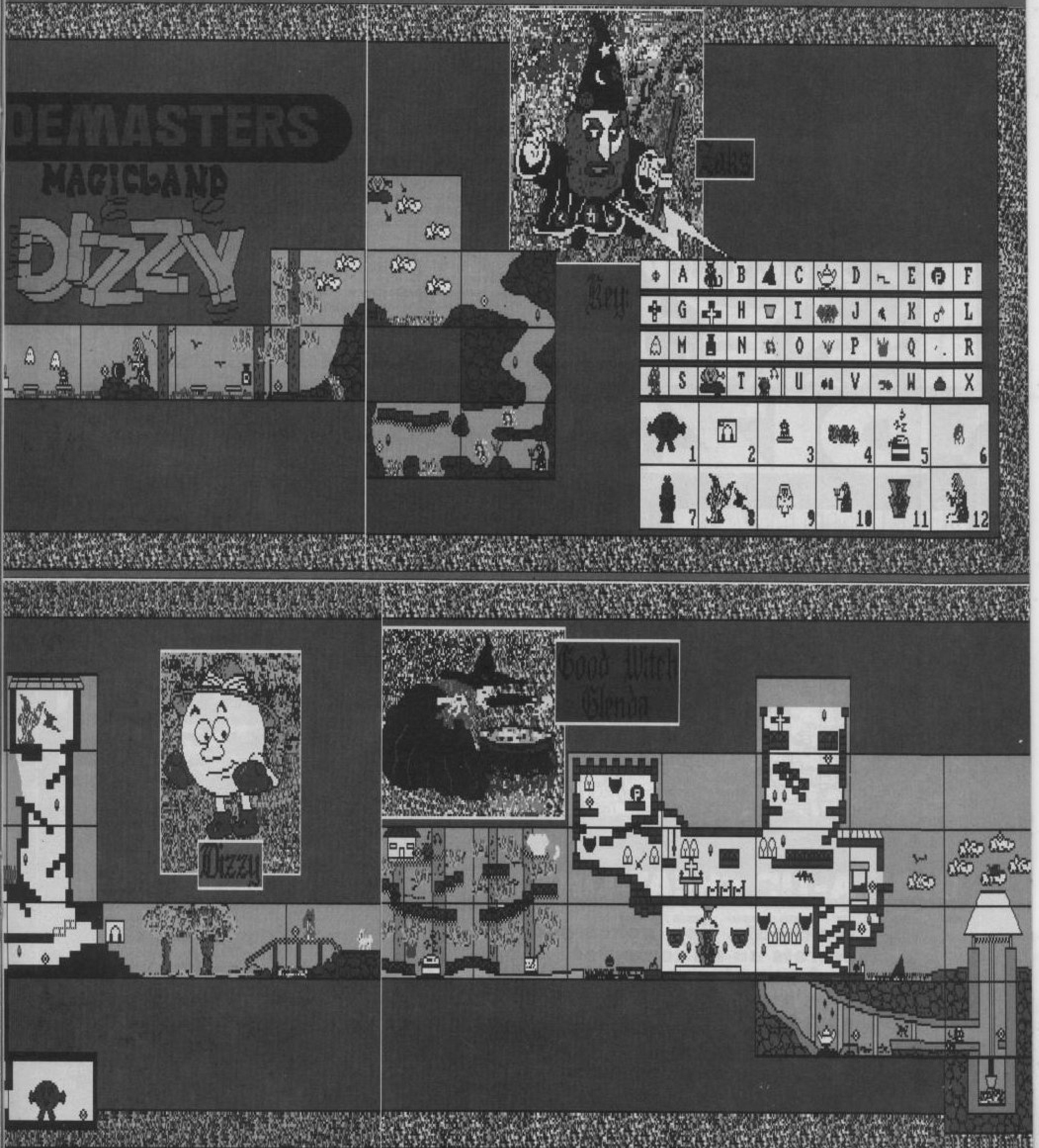
1 ♦ **West Tower**
2 ♦ **Zaks' Tower**
3 ♦ **Curiouser And Curriouser**
4 ♦ **Chess Board**
5 ♦ **Main Hall**
6 ♦ **Entrance Hall**
7 ♦ **Crypt**
8 ♦ **Oubliette**
9 ♦ **Troll Bridge**
10 ♦ **Top Watch Tower**
11 ♦ **The Lower Tallest Tower**
12 ♦ **Bard's Tree House**
13 ♦ **Tower With A View**
14 ♦ **In The Clouds**
15 ♦ **Up A Tree**
16 ♦ **Hidden behind a railing in Sword In The Stone**
17 ♦ **Throne Room**
18 ♦ **Castle Back Door**
19 ♦ **Hidden behind a railing in Bushy Grove**
20 ♦ **Mysterious Monolith**
21 ♦ **Weird Henge**
22 ♦ **In the first Haunted Swamp**
23 ♦ **Under the cauldron on Good Witch Glenda's Isle**
24 ♦ **Hot Water Geyser**
25 ♦ **Hell Gate**
26 ♦ **Hades**
27 ♦ **Cracks Of Gehenna**
28 ♦ **Hidden behind a railing in Cracks Of Gehenna**
29 ♦ **Down A Well**
30 ♦ **Secret Passage**

COMPLETE SOLUTION

L, take key, l, l, jump over well, l. Go across water on shark's back, use key, drop milk bottle, l, get handle, up staircase, l, l, u, get power pill, d, r, r, r. Jump onto window sill, jump onto the cloud avoiding the bat, jump right, fall onto the top of the well, jump right, jump left, take duster, fall off cloud, d. Stay on the left side of the well, use handle, take bucket, drop duster, jump over well, r, r, r, r. Kill ghosts, jump across lilly pads, take Dora Frog, r, talk to Glenda, r, cross the lilly pads attempting to avoid the mosquitoes, fill bucket, l. Get Drink Me potion, go back to the Grand Hall, drop everything except Dora, l, give Dora to Prince Charming, r, up staircase, r. Jump across to the top of the well, jump right twice, take stick, u, go to the middle of the top right platform, jump right, collect the black cat. Jump right off the edge, take dagger, jump left twice, go to Glenda, give her the cat. Go to the Grand Hall cutting a leaf from Dylan's bush on the way but not picking it up. Collect the bucket, l, l, start the drawbridge, l, l, l, cut the goat's rope with dagger, hit goat with stick, l, l, drop bucket on Denzil. Take stereo back to the hall and drop it, take the Drink Me potion, u, go to the window sill. Jump left onto the top of the bed, jump left off the edge, u, u, take the rod, d, d, l, get cross, l, jump out of the window, l. Drop rod onto Dozy, l, l, l, l, d, d, the cross will make Vampira stay away but you can't avoid the bat. Take the torch, r, drop potion onto Daisy, l, u, u, r, r, r, r, collect apple, drop cross, go to Dylan. Collect leaf, go to Glenda, give all the three items to her, take the potion. Go to Dylan, use potion on Dylan, go to the hall collecting the cloth on the way, drop cloth, collect stereo. U, l, l, jump out of window, d, jump left off the platform, u, jump right, jump right, jump left, drop stereo next to the Bard. Take the pipes, go to the well, go onto the right side and fall left. Jump right, play the pipes, wait for the rat to go, jump left, l, collect something sticky, l, collect lamp, u, drop pipes, take cloth, go to the sword in the stone. Take Excalibur to make you a King Dizzy, l, drop lamp, use duster on lamp to free Dozy, drop duster, go to the ice castle. Jump left, u, u, jump left off the edge of the top left ledge, d, go into the mirror. Your controls will now be reversed, take the Queen, l, avoid pawns, save Grand Dizzy, go to volcano, jump across using the smoke clouds, r, d, d. Go to the devil, take the trident he gives you, go back to Zaks at the top of the Ice Castle, avoid his lightning. Drop the trident on him, take the ring, go to the devil, l, jump left to the middle stone, drop the ring into the lava, r, go to the devil. You now have to find all 30 diamonds and return them to the devil to complete the game! Piece of cake... oh no, I'm getting bigger!






DEMASTERS
MAGICLAND
DIZZY
Zaks
Key
A B C D E F
G H I J K L
M N O P Q R
S T U V W X
1 2 3 4 5 6
7 8 9 10 11 12
Dizzy
Good Witch Glenda

CHEEKY CHEATS

with MC Nicko!

TopCat in Beverly Hills Cats
Pick up a piece of litter and drop it, pick it up again and drop it again. Keep doing this for a high score because you get 100 points each time you do it!
(Oliver Wilkinson)

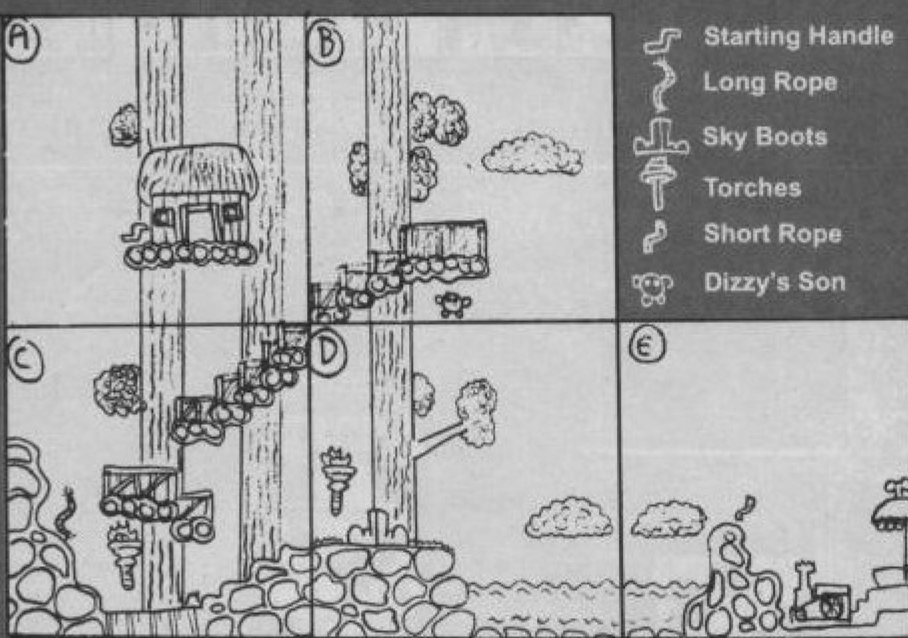
Lords Of Chaos
Go to Design Wizard and create a wizard called 'Cheat'. Then design wizard two, which is you, and go to Character and deplete his magic resistance until it won't go anymore. He should have lots more experience points. Spend them all on what you like, when you have done this go back to the main menu and delete the cheat wizard. All evidence of cheating has been erased. It's a good idea if you save this wizard then you can use him over and over again. Happy spellcasting!
(Oliver Wilkinson)

Yogi Bear in The Greed Monster
On the option screen, hold down ARC+BKG together. The border will go white. Start the game as normal and, as if by magic, you'll have infinite energy.
(Roy Hudd)

Midnight Resistance
When you reach the tank at the end of level two, quickly move back up the ledges to the very top. Then you can fire at the tank to your hearts content because the missiles won't harm you if they touch you. Be careful though — if you lie down you will be blown up.
(David Boyton)

RoboCop 2
Hold down GTI while playing the game and you will advance to the next level of the game.
(Simon Gould)

DIZZY 3.5



More fun-packed action from the hero in an egg shell. This time it's our exclusive game *Dizzy 3.5*. This complete solution to the cover game has come from Trevor Skoulding **of Brandon.**

From screen C, go to screen A and pick up the starting handle and jump left. Then pick up the long rope and walk to screen D. Use the rope and Dizzy will pull down his son from the tree. You'll now be able to get the sky boots. Go up to screen B and jump right from the end of the platform and keep your hand on the right key. Drop the boots and pick up the short rope. Use the long rope and the ropes should become tied together. Go to the machine and use the tied rope. Go left of the machine and use the starting handle. It won't start, but do it three times and, as if by magic, it does! Now jump into the teleporter and you will end up at Weird Henge in Magicland, ready to start the next Dizzy adventure (or complete it if you use the solution in this issue!).

THE GUARDIAN ANGEL

A few tips on the groovy beat 'em up from none other than those peeps at Code Masters. **John Bridges of London is the man responsible.**

★ **Thai Boxers**: Don't try to punch them or they'll grab you by the hair and kick the stuffing out of you. Give them four drop kicks (from a distance, of course, or they'll punch you everytime you jump up).
★ **Chainsaw Man**: Give him two drop kicks from a distance like with the thai boxers or he'll slash you to bits with his chainsaw.
★ **Baseball Bat Men**: Drop kick them twice. If you get done they will smash you over the head a few times! BEWARE.
★ **Rats**: These rodents nibble your toes so give them one low kick each.
★ **Sailors**: These tramps walk into you and drain your energy very slowly. Punch or drop kick them.
★ **Knife Men**: They need two drop kicks to dispose of them. Don't get to close or they'll stab you every time you kick.
★ **End Of Game Man**: This git throws cleavers! If you get hit two or three times you're a gonner. Kick them three or four times.
★ **Ricky 'Death Star' Chang**: He'll try to run you over in his forklift truck. If he comes, just run through the big arches for cover. The truck can't fit through so it'll smash into the side and stop.

Yes, I've actually completed *Dizzy 4*! Woooo! And of course, I didn't cheat by using the solution (you believe me, don't you?!). I can't wait for the next Dizzy adventure, perhaps *Dizzy In Space*? Please keep sending in all your tips, maps and cheats on all the new and old releases, I need something to keep me away from my prezzy from Code Masters: **the *Dizzy Collection* pack. The address is:** NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

SO, HOW DO YOU WRITE COMPUTER GAMES?



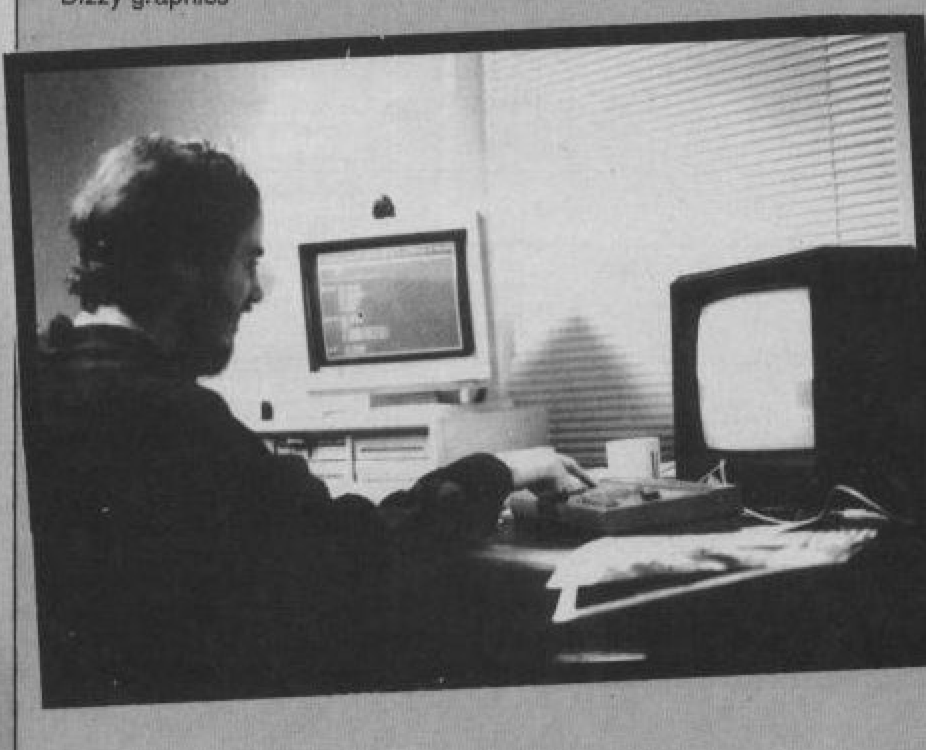
● Programmer Fred Williams at work using the PDS link between a PC and a +2

Barely a month goes by without CRASH **receiving a letter that goes 'I want to be a programmer, how do you do it? I enclose a stamped addressed envelope.'. Where do you start to explain the ins and outs? Erm... Well, we haven't a clue. But we know a man who does! Here PAUL RANSON, boss of development house** The Big Red Software Company, **creators of *Wacky Darts, Dizzy 4* and** CRASH**'s *Dizzy 3.5*, reveals the basics...**

■ 'How do you write computer games? It's a question that's often asked but not easily answered. Computer games programming has come a long way since the days when a couple of mates tapping away on a rubber-keyed Spectrum with a copy of *Machine Code Programming for the Absolute Beginner*, *Art Studio* and three pages of game specification could knock out a chart-topping success. Nowadays, you rarely find publishers giving contracts to bedroom hackers.

Work is invariably given to development houses, many employing up to 20 programmers, artists and musicians. Creating computer games is now a highly specialised job. Good games are a combination of the talents of artists, musicians and programmers. The work is hard and full of high pressure: often programmers will have to work through the night to complete projects in time.

● Peter Ranson, one of Big Red's graphic artists, using an IBM to create a few Dizzy graphics



THE BASICS

So, what is required to become a computer games programmer? Well, you require three talents: a skill in solving logical problems, a thorough grounding in maths, and an appreciation of what looks good. Then, of course, you need a good dollop of experience.

A good programmer is not worth a sausage without a development kit to match. Virtually no computer games are developed using a single Spectrum. Instead, the Spectrum is controlled by a host computer, in our case an IBM PC. A special gadget is plugged into the expansion port of the Spectrum which connects it to the back of the IBM. This circuitry, known as a transfer board, allows the Spectrum and IBM to communicate. The program instructions are typed into the IBM and with the press of a button (in **Big Red**'s case, the 'Y' key) the program is transported from the IBM into the Spectrum.

The advantage of using equipment like this is twofold. It allows programmers to dedicate more memory to the game which, in turn, means more graphics, more gameplay and more music. Also, the games are programmed much quicker which, due to publishers' deadlines, gives programmers time to improve their games' presentation.

So, how much does all this gadgetry cost? The answer is: a bloomin' packet! A decent IBM retails at approximately £1,000, the transfer board another £500. For the Spectrum and television, add another £300. With a desk, chair, tape deck and coffee mug, there's not much change left from £2,000 by the time you've finished.

THE GRAPHICS

Graphics, on the other hand, are comparatively cheaper to produce. The industry standard art package is **Electronic Arts**' *Deluxe Paint* running on an Amiga or, preferably, an IBM PC. Graphics are drawn in a Spectrum monochrome mode and then transported, using the transfer board, onto the Spectrum where attributes are added with *Art Studio*. Generally, all the main game sprites and pictures are drawn this way. A good loading screen, however, is drawn exclusively with *Art Studio*.

With all the art students there are in the world, you would've thought a good computer artist is quite easy to find. Not so. To simply be able to sketch is not enough. Using a mouse is worlds away from drawing with a pencil; try writing your name with one! Artists must be able to animate sprites, squeeze them into specific sized boxes and, in the case of Spectrum loading screens, use attributes! All very clever stuff

THE SONICS

Technically, the computer musician has the most difficult job. He uses a strange combination of artistic and technical skill, the artistic to create the tunes, sometimes as many as two or three a month, and the technical to write his music driver, which should be as fast as any of the programmers' sprite routines, or it slows the game down.

Each musician has a different way of composing. Generally it's done using some nifty sequencing software running on the Amiga or Atari ST to create a three-track music score. This is then reduced to its individual notes and included in the Spectrum's music driver. Later this is given to the programmer who adds it into the game.

The time it takes to develop a game varies depending upon the technical difficulties. Usually projects are completed between 12 and 20 weeks.

Creating games on the Spectrum is great fun. Obviously, it's nine-year-old technology is beginning to show its age but the latest games show that the Spectrum can give consoles a run for their money. With a user base of over five and a half million computers, publishers won't ignore the Spectrum for a long time to come. Indeed, with some of the quality games being produced by **Ocean, Virgin, Mirrorsoft, Gremlin** and **Code Masters** they seem to be doing it in style!

SO, YOU WANT TO KNOW MORE?

Programming, designing and creating a smash hit is not an easy job, though as Paul **points out it can be fun and rewarding. If you want to know more about games design and programming, drop us a line. Tell us what questions you'd like answering; how much memory sound should take up, for example. Or if you'd like to see a whole feature on some other area of games development, just send in your idea and we'll put Paul on the case. The address is: NEWSFIELD, I WANT TO KNOW MORE!, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.**

Are you desperately trying to break into the world of publishing games? Here's where **CRASH** can help you get noticed! We're always looking for readers' games to publish on the **CRASH Powertape** — it'll bring you fame and even a bit of fortune, too. Some of our Powertape contributors have enjoyed immense success and are now working full-time at software houses! Check out the full details in the **Game Thrills** pages!

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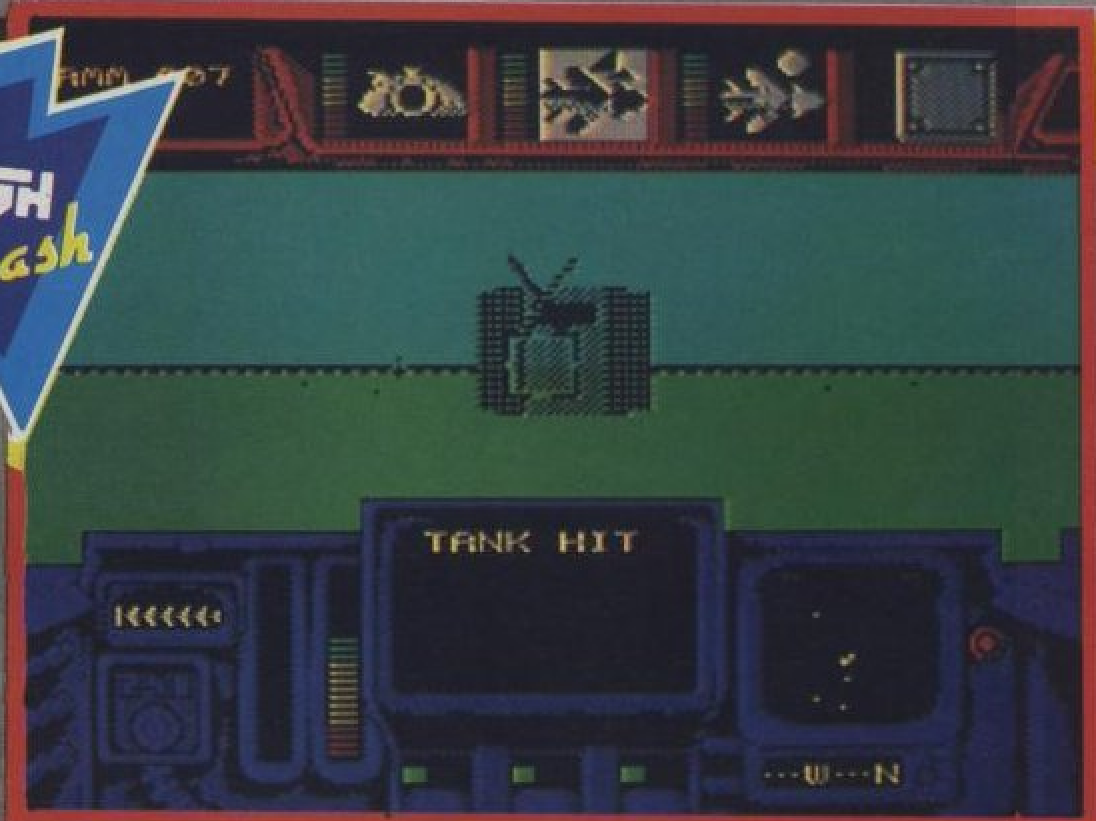
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CR03

Proprietors: S.A and R.A Beech



• Switch on your infra-red sights and you can seen in the dark (eating carrots helps, too)



• It may look like the back of a telly, but that's a military installation so it's probably best to blow it up

BATTLE COMMAND

Ocean ■ £10.99 £15.99 ■ 128K only

Set in the near future on a parallel world, *Battle Command* takes us to a battlefield where in ten years of conflict the forces of the north and south are at a stalemate. The defensive capabilities of both sides are so great that an all-out battle would end in Armageddon, so small guerilla-style attacks are encouraged.

It's as a brave northern warrior that you board the latest in tank technology, the impressively named Mauler. You have ten missions to attempt: Blast 'Em, Missile Battery, Hostage Rescue, Railway Ambush, Night Moves, Grand Finale, Satellite Search, River Raid, Hideout and Escort Duty.

Each mission needs a different mixture of blasting and strategy skills. Most of the time you simply have to destroy targets, but in a couple of the missions you have to find the target first (logical).

Once a mission is selected, a brief text message identifies the target(s), while a map points you in the right direction. When the information's been digested, you're ready to arm up. For this there's a range of weaponry, including a 120mm turret gun, rockets, mortars, chaff and flare launchers.

You view the hostile terrain through the tank's viewport. Surrounding the viewport are the many dials and switches used to control the Mauler (activated by pressing various keys). There are four weapon pods, a binocular view, infra-red night scope and a radio beacon to summon a helicopter ally at the end of the mission. And the programmers, Realtime Software, are such nice people they've allowed you to access the mission map and text if you get lost.

The enemy are out in force in most missions and they play for keeps. Tanks are fairly easy to destroy with a well-placed shell or missile, but watch your back when up against the likes of a rocket launcher. Good luck soldier, you'll need it.

It took Realtime around two years to program their last game, *Carrier Command*, and guess what? Yes, *Battle Command* has taken the same amount of time to appear. But was it worth the wait? The answer is a resounding 'yes'!

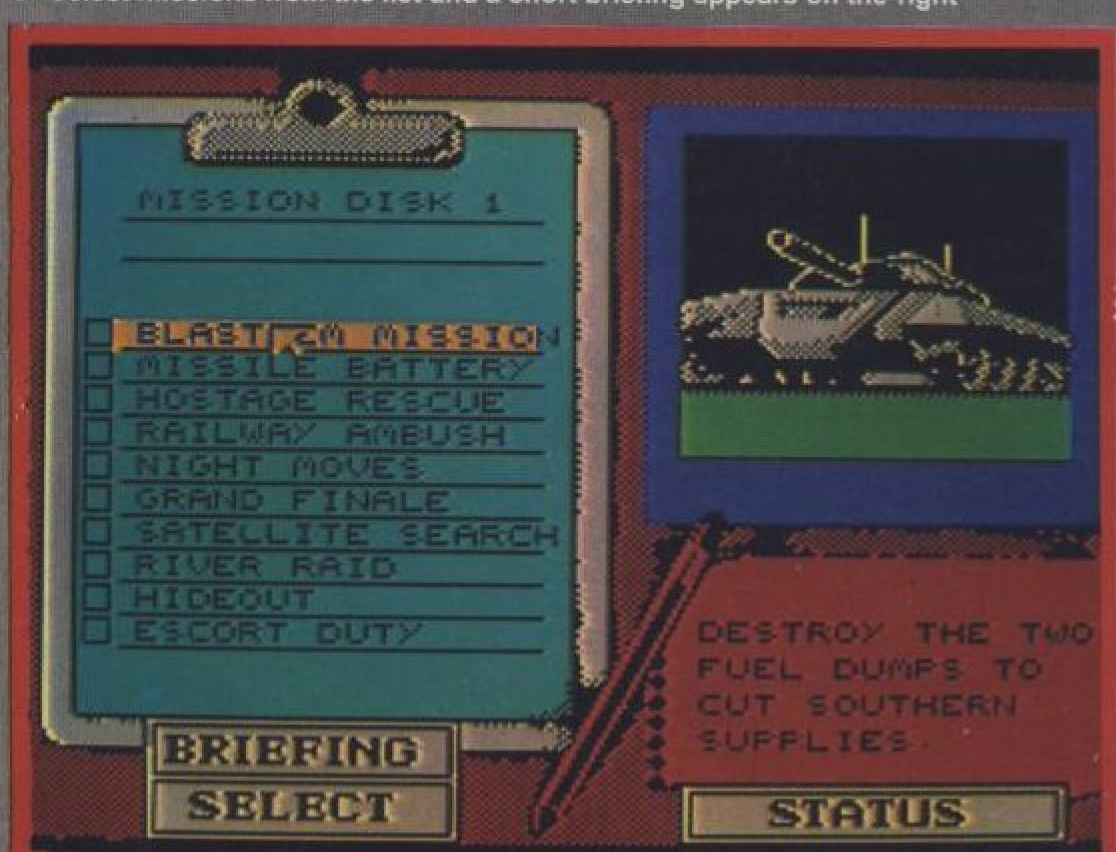
The graphics are up to Realtime's high standards, wireframe and shaded sprites blending to create good looking and very fast moving vehicles. Playability is also excellent, each of the ten missions calling for different degrees of blasting and strategy skills. *Battle Command*'s tough, there's no doubt of that, but it gets a big thumbs up from me.

MARK 95%

RICHARD Spooky Coincidences number 378 (in a series of 598,374): *Battle Command* arrives in the office as soon as war breaks out in the Gulf. So there I was, bombing around in the Mauler on one screen, and on the TV screen next to me John Simpson is counting them all out and counting them all in. Brrrr! Sitting down to play Battle Command for the first time is a daunting experience. There seems so much to learn. But then, after a couple of plays, it all becomes like a really playable arcade game. It's not much of a toughie simulation at all! *Battle Command* is best summed up as *Battle Zone* (that old vector graphic coin-op) with strategic missions. There's plenty of driving around and blasting enemy tanks and gun emplacements before actually completing a mission — it's great fun letting rip with an assortment of missiles. The variety of missions is good, and as you work your way through new tactics and approaches are learned. The speed of both the vector and solid 3D graphics is very impressive, much faster than *Carrier Command*, and the shading's good so most objects can be clearly seen. Presentation is fab, with lots of easily-understood option screens, heaped with colourful graphics to go through. Yes sirree, I really enjoyed taking control of the Mauler and giving the enemy what for!

93%

• Select missions from the list and a short briefing appears on the right



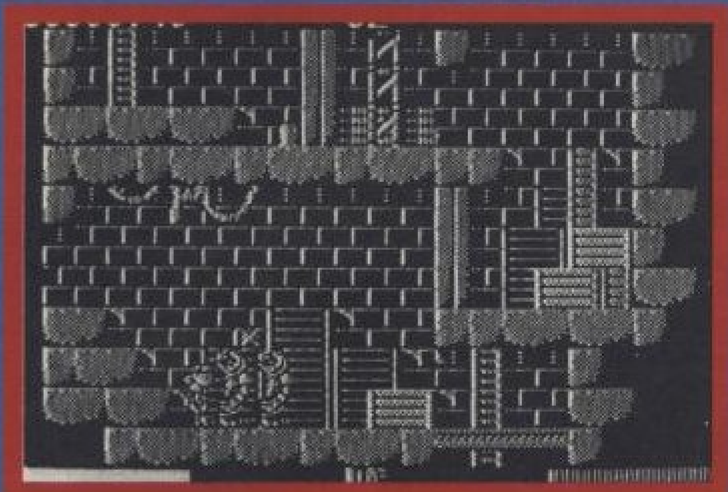
RATING

More of a game than a simulation, and very entertaining, to boot!

PRESENTATION	94%
GRAPHICS	92%
SOUND	80%
PLAYABILITY	93%
ADDICTIVITY	90%

OVERALL 94%


Gazza II
Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.
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SWITCHBLADE

Gremlin ■ £9.99 ■ £14.99

For 10,000 years the world has been at peace, thanks mainly to the mystical Fireblade. But now disaster has struck. The blade has been shattered into sixteen pieces by the evil Havok and scattered across the land. The destruction of the sword has allowed Havok to send his minions on a rampaging spree. It's up to you, as Hiro, the last of the Blade Knights, to find the sixteen splinters and, after sticking them together with super glue, kill Havok.

But as we all know, life isn't simple (or indeed fair). You start the game with nothing for protection but your knuckles and size ten kicker boots. However, as you explore the maze-like underground caverns weapons present themselves for collection. These include Scorchballs, Darts, Spinblades and Needle Bolts. With or without a weapon, keeping the fire button pressed down increases the powermeter at the bottom right of the status panel; the higher the level of power, the harder the hit (or stronger the shot).

As you progress through the caverns, scenery gradually unfolds. So, you may pop down a ladder into a new section only to find a small room. But is that a cracked wall? Can it be a pushed over? Yes it can! As you walk through your newly created entrance, the whole screen lights up with many more obstacles for you to overcome. Keep your eyes peeled for points bonuses, power-ups, speed-ups, invulnerability shields etc.

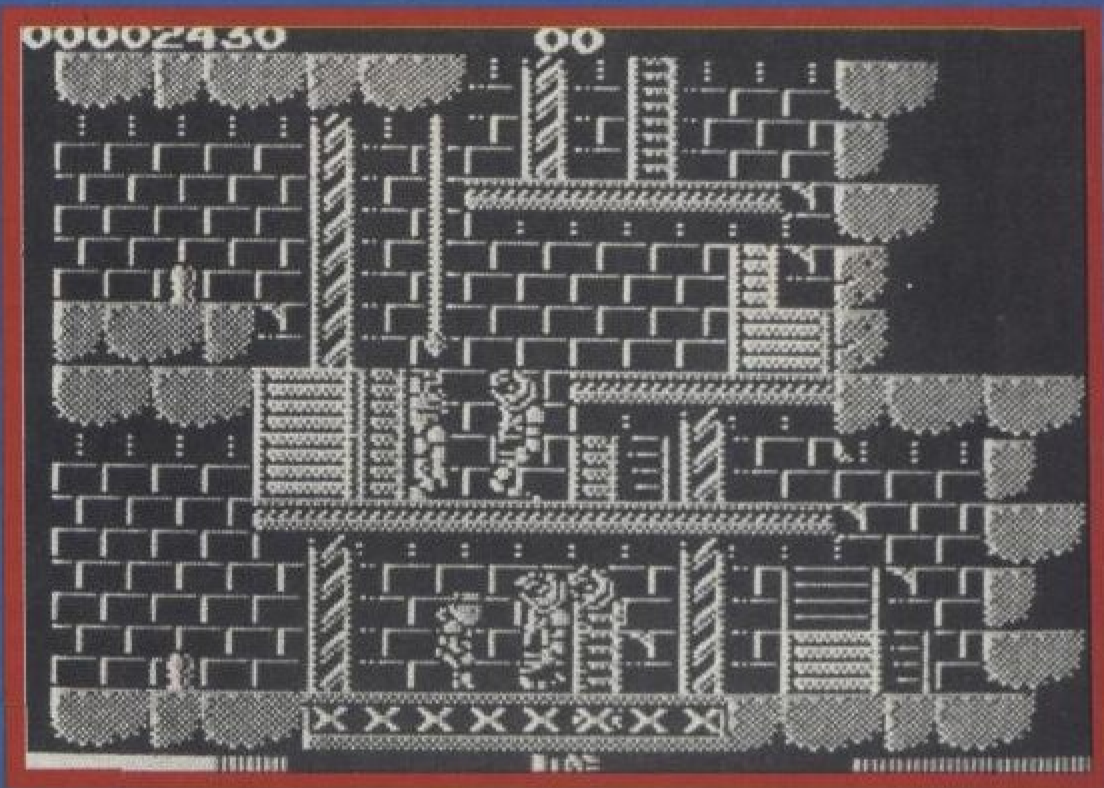
Havok's minions are out in force and you must be on your guard. Watch your energy because one too many hits and the last of the Blade Knights will snuff it (sob!).

Graphically, *Switchblade* is very good: well defined, fast-moving sprites battle it out in the vast underground caverns. Cartographers are well catered for — if you don't draw a map you're very soon up the veritable creek without a paddle. My only niggle is that gameplay becomes a tad repetitive, shoot an enemy guard, grab a bonus, shoot another guard, grab another bonus etc. In short, *Switchblade* is a good arcade/adventure game that loses out slightly on the playability stakes.

MARK 80%

NICK *Switchblade* is a strange little game. Well, actually it's not little — there's a huge area to explore, but it is strange. The graphics put me off to begin with: the small main sprite gets lost in the background as all the graphics are in monochrome, reminiscent of *Rick Dangerous* but without the colour. After adjusting my eyes I started to enjoy the game. The way the little bloke is controlled also takes a bit of getting used to. You have to jump and kick well ahead of time so forward planning is essential, but just two or three plays will have you addicted; you can spend hours finding all the hidden bonuses and secret walls. I'm totally addicted to *Switchblade*, it's a fun game with plenty to keep you busy, though going over the same territory all the time can get a bit tiresome.

82%



RATING

An absorbing arcade adventure with plenty to see and do.

PRESENTATION	84%
GRAPHICS	82%
SOUND	80%
PLAYABILITY	86%
ADDICTIVITY	85%
OVERALL	81%

750cc GRAND PRIX

Code Masters ■ £2.99 ■

Brumm! Brumm! *Screeech!* Yeah, fast action all the way in the new game coded by WASP (We Are Spectrum Programmers), *750cc Grand Prix*. This is a motorbike racing game with a difference. Instead of watching a bike whizz and tilt around a normal track, the whole *screen* tilts in the direction of a corner, making the game much more realistic! There are six classic British tracks and in each race you have to make it through the pack and finish in the top three.

Speed isn't all that's important: you have to think about the state of your tyres and petrol tank. After each lap you're given the option of stopping in the pits to change the tyres and fill up with gas. This usually loses your position but the time can soon be made up.

The only annoying thing is that at the start of the race all the other riders shoot off into the distance, leaving you on the starting line. If the game was true to life, they'd all be struggling to accelerate, too! Never mind, *750cc Grand Prix* is a great bike racing game that gives the genre a new twist — literally.

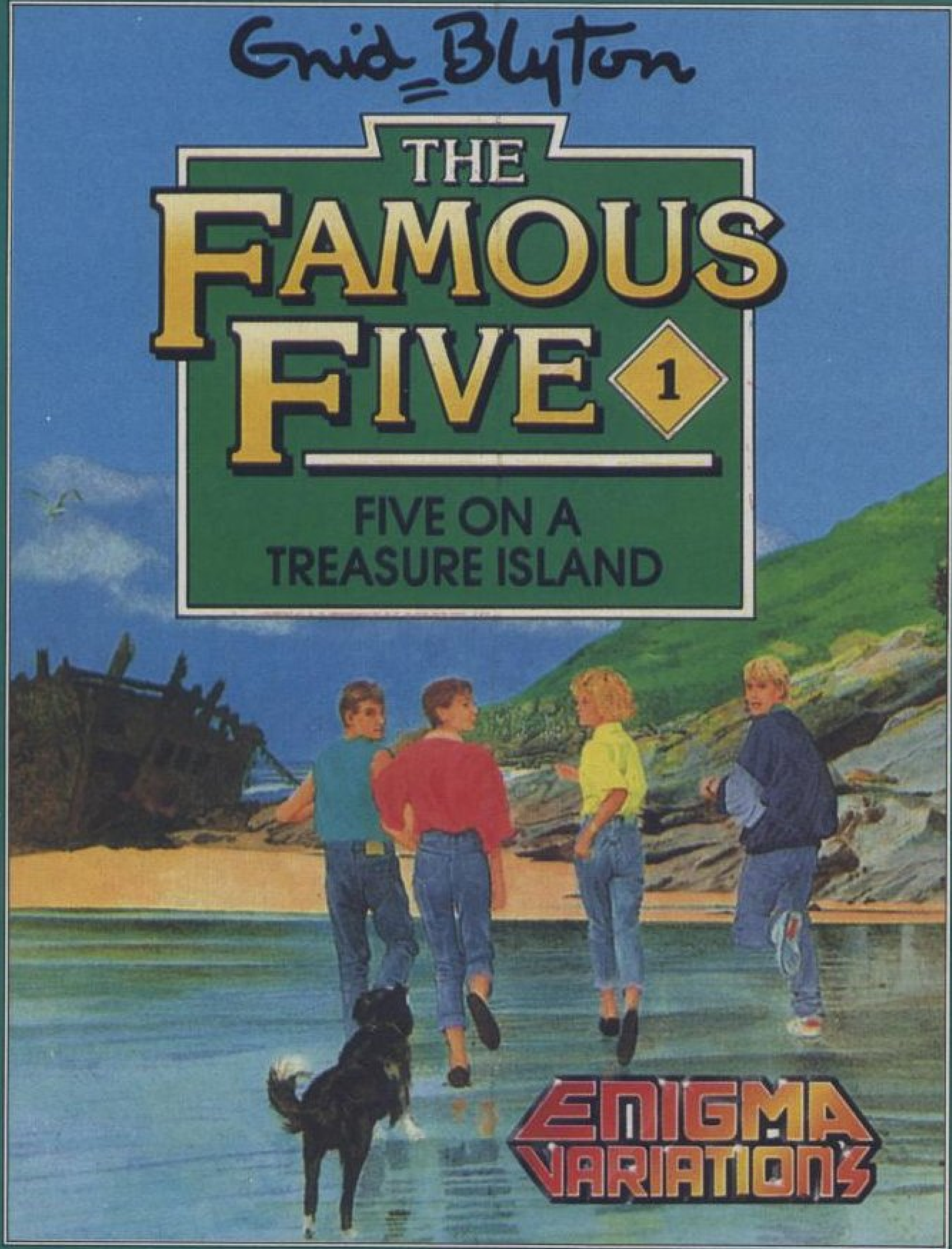
NICK



RATING

OVERALL 72%

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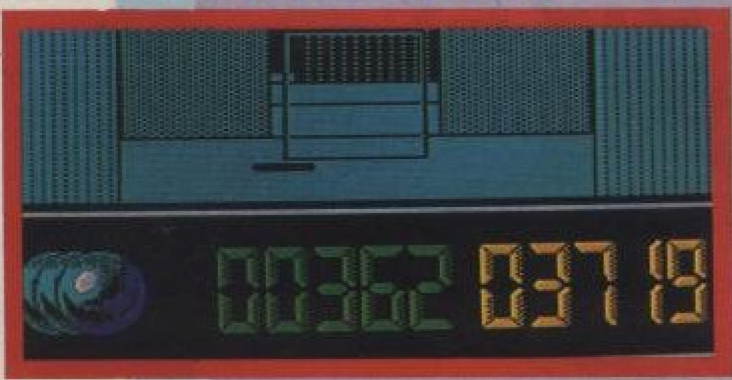
Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart

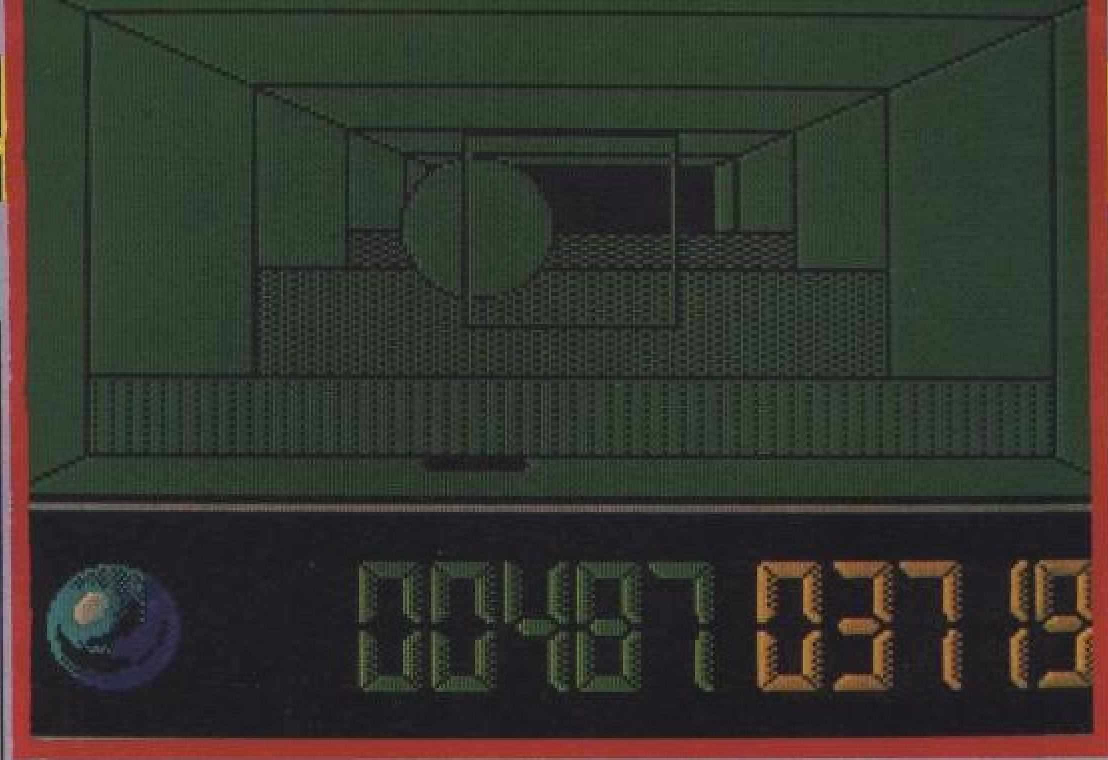
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THE LIGHT CORRIDOR





● Thwack! Send that sphere hurtling down the corridor. Mind out, it might bounce off the barriers!

● Two bats! Yippee! Actually, this makes things jolly confusing

Infogrames ■ £10.99 ■ £15.99

The place: a corridor. The speed: light. The task: to bounce a ball down the corridor and complete various challenges. Yes, you guessed it: it's *Break Out* in 3D!

The Light Corridor is the latest in a long line of wonderfully weird games from Infogrames. In its isometric 3D environment, you use a transparent racquet to guide a metallic sphere through the obstacles that each level holds. Horrors like sliding walls, intelligent blocks that follow you around the screen and devilishly difficult challenges soon have your head spinning.

Floating icons can be collected just by bumping into them and either help or hinder your progress. There are score decreases, double-sized racquets, and icons which make the sphere stick to the racquet. It's not just a matter of collecting everything you see — you have to be careful.

The game seems really simple when the ball is coasting along in a straight line, but once it's hit a wall and spun off in another direction, life gets a bit more complicated. It's not long before you're manoeuvring the racquet all over the screen desperately trying to save your sphere.

The Light Corridor features 50 levels but in case you get fed up with those the game has an editor facility. Using this you can let your imagination run wild and have great fun making impossible corridors for your friends to attempt.

The editor is simple to use: the types of obstacle appear at the bottom of the screen and you use a pointer to select what you want and how far down the corridor it's positioned.

Break Out-style games are nothing new, but *The Light Corridor* adds a whole new dimension to the game style. As well as being pretty amazing graphically, it has a good audio side. There are tunes for each level, sound effects and even Prince samples to keep your ears ringing (that's Prince the pop star, not Prince Charles!).

Anyone who thought that *Arkanoid* was the ultimate in ball-bashing games has just got to play *The Light Corridor*. It's addictive beyond belief and there are none of the hassles of having to start from level one again when you get killed, thanks to the password system.

As well as being a good way to get rid of frustration (all that ball battering), this game will also test some of your brain skills. The mega-challenges you get every four levels take some working out, and when the ball is getting more and more out of control it can be a hair raising experience!

I recommend *The Light Corridor* to all fans of simple but wildly addictive games. See the light and get your copy today!

NICK 88%

MARK Arrgh! This game is so frustrating! No sooner do I fire the ball up the corridor than it flies back at me at warp factor nine! But after I'd calmed down a bit (and luckily failed in my attempt to throw the Speccy out of the window), I really enjoyed playing *The Light Corridor*. The editor option is a great feature, allowing you to be a really nasty git and build a corridor your friends can't beat (snigger). Graphics are simple but effective. Also of note is the funky tune that plays on the title page and in the game. *The Light Corridor* is fun to play and mess around with in the editor mode, buy it immediately (if not sooner).

85%

RATING

A highly addictive game that gives the *Break Out* theme a whole new lease of life.

PRESENTATION	89%
GRAPHICS	82%
SOUND	85%
PLAYABILITY	86%
ADDICTIVITY	84%

OVERALL 87%

CJ'S ELEPHANT ANTICS

Code Masters ■ £2.99

Poor CJ, a liccle elephant, has been captured and is being flown to a zoo many miles away from his native homeland. CJ didn't want any of this and jumped from the plane, grabbing an umbrella to help him reach the ground safely (fat lot of use that would be for a two-ton elephant!). You now have to guide CJ back to his jungle home.

On his adventures, CJ travels through four levels of arcade mayhem, visiting Paris, Iceland, Egypt and the jungle before he can hear those native drums again. Of course, it's not just going to be a matter of jumping on the tube and getting off at Jungle Station — CJ has to battle his way through hordes of nasties and traverse the many devious platform puzzles before he can put his feet up (if that's what elephants do). All is not lost, as the little fellow is armed (or trunked) with monkey nuts, which easily pop off any predator.

All the backgrounds and sprites in *CJ's Elephant Antics* are excellently drawn and coloured. The animation of CJ and the other characters is also well done and gameplay is addictive right from the start. A jolly tune brings the game to life at the beginning and goes on, and on, and on... it soon becomes irritating!

CJ's Elephant Antics is a great arcade romp packed with great graphics and addictive gameplay. And for all you fans of realism, you can make a trunk to wear while playing the game out of an old toilet roll tube and some double-sided sticky tape (thank you, Nick —Ed).

NICK



● That cloud is a real pain, firing deadly lightning blots at little CJ

RATING

OVERALL 81%

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CRETE 1941

CCS ■ £12.95

At the beginning of April 1941, General Kurt Student of the XI Fliegerkorps considered the possibility of employing not only one regiment but the whole of the existing German airborne units, in an operation greater than any so far provided by the Luftwaffe. Within the framework of Operation Marita, he suggested taking the island of Crete by airborne attack.

It's this daring attack — and the defence by the exhausted allied troops — that's covered by CCS's new hex-based wargame, *Crete 1941*. Designed for one or two players, *Crete 1941* allows you to take either side, with the addition of many useful menu options to give a variety of 'what if' scenarios.

For example, after the German troops had landed, their essential supply convoy was destroyed by allied ships. A menu option allows the convoy to arrive or sail under 'variable' survival, which is a random affair giving a 50-50 chance of arrival.

In addition, you can enable/disable wind drift during para drops which, when enabled, gives a good chance of German troops missing their drop point or drowning in the sea. You can also alter initial deployment. Movement, across the map (that covers many screens) is hidden and visibility is restricted during night moves.

Among the many orders available are the following: Road, a time-saving order instructing a unit to move via the road only; Transport, for German convoys; Evac — evacuation — which affects victory conditions of Allied players; and Status, divided up into name, order, strength, movement points, cohesion (how well organised the unit is), morale and tactics (training/experience of the troops).



● Heraklion harbour in *Crete 1941* (better keep an eye out for Minotaurs, eh myth lovers?)

The graphics are usable, with relatively clear counter-type units and terrain symbols. One slight gripe is that it would've been nice to have had the option of a strategic map that shrank the large tactical map into one screen, giving the player a more general viewpoint of the battle.

A more serious criticism lies with the combat. An attacking unit has no choice but to attack all adjacent ones, a silly rule, especially as some of the adjacent units may lie in vastly different terrain (mountainous, flat etc).

I would've liked to have seen selective attacks made possible. As it is, the tactical battles are more of a lottery, while unit movement is akin to playing draughts rather than commanding military units. This combat irregularity spoiled an otherwise enjoyable wargame.

PAUL RIGBY

RATING

A good game, only marred by its simplistic strategies

PRESENTATION	78%
GRAPHICS	70%
SOUND	20%
PLAYABILITY	68%
ADDICTIVITY	65%
OVERALL	**68%**

SPHERA

Enigma Variations ■ £14.99 (disk only) SAM Coupé

Sphera, one of the most feared prison planets owned by the emperor of the Rigel IV system, a place where many people have gone in — but hardly any have come back out. Having been sent here for a crime you didn't commit, you seek revenge and escape.

This seems impossible until you stumble upon a broken-down supply ship. Before the repair droids begin work, you sneak aboard and hide until the ship is fully operational. Taking control of the ship, you now have to fly through three massive levels of shoot-'em-up mayhem to reach freedom.

Blast the guardians of Sphera as they attempt to foil your plans for escape — there are loads of 'em! In some cases, you meet a guardian two or three times before you actually destroy it, so a healthy trigger finger is needed.

These end-of-level monsters include giant crabs, deadly scorpions and sand creatures, and to defeat them you fire until they're forced off the top of the screen (avoiding their deadly bullets while you're at it).

Sphera's gameplay is basic shoot-'em-up. It's a 'simple' matter of avoiding the continuous onslaught of space debris, killing the occasional attack wave of ships, picking up the extra lives, energy and weapons, then blowing away the end-of-level monster. The only things that vary from level to level are the monsters and some of the scenery graphics.

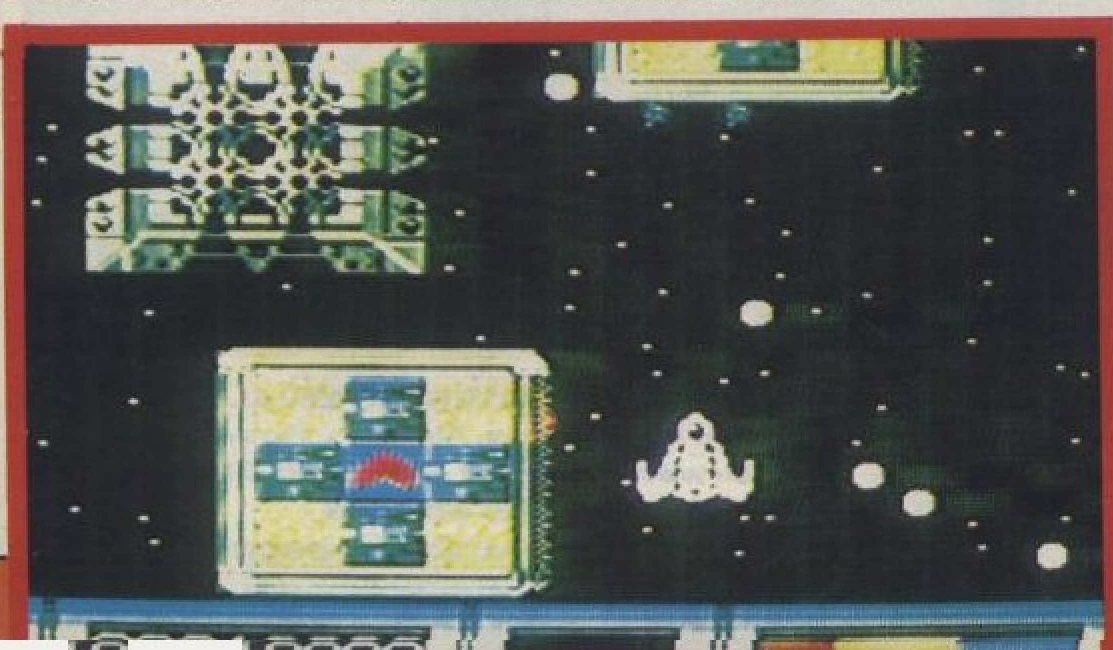
Sphera's scrolling is impressive. Backgrounds scroll by at varying speeds, interweaving with each other. This makes impressive viewing but can be confusing when you don't know what you can fly over and under. The game boasts 16-colour graphics and stereo sound, showing what the SAM can get up to. I feel that some of the graphics could've been better: if you can have 16 colours to play with, why are all the alien ships boring old white on black?

Sphera is a good example of what can be produced given half a chance. It lacks a lot in gameplay but is bound to be a hit with all SAM owners, simply because there are few other games around. With more software development (*Sphera* is a little rough around the edges), I predict we're in for some very exciting games in the future. Hurrah indeed!

NICK 77%

MARK Sonically, *Sphera* is very good, but the graphics leave a fair bit to be desired. The backgrounds are colourful, as are the end-of-level guardians, but the spaceship sprites are very crude in comparison. I found the ship's controls to be slightly sluggish when responding to the hail of enemy bullets. This caused much frustration and I couldn't get any further than the end of the first level. *Sphera* is a blast-'em-up for well 'ard joystick junkies only (and people with milder tempers than my own)!
58%

● Silky scrolling, 16-colour sprites and stereo sound in SAM *Sphera*



RATING

An average shoot-'em-up with a few fancy end-of-level graphics.

PRESENTATION	72%
GRAPHICS	70%
SOUND	81%
PLAYABILITY	67%
ADDICTIVITY	64%
OVERALL	**67%**


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STAR CONTROL



● Well now, isn't this fun? The shooting-the-aliens bit in *Star Control*

Accolade ■ £10.99 ■ £16.99

In the far future, the Alliance Of Free Stars faces slavery at the hands of the Ur-Quan Hierarchy (ie, a bunch of war mongering aliens). Steps have been taken to null the threat of galactic war, and it's as controller of either the Alliance or Hierarchy that you battle for dominance.

The first job is to set the options. These are: one or two players (the computer stands in for player two, if necessary), Cyborg (computer fights battles for you), Psytron (computer decides your strategy) and difficulty level.

There are three modes of play. Practice allows you to familiarise yourself with ship-to-ship combat, Mêlée is a fight to the death between the two sides without the strategic element, and Full Game gives you the whole shooting match.

In Full Game, both forces are given a starbase and a large wad of cash. The point of the exercise is to reach the opposition's starbase and destroy it. The sides take it in turns to build ships and move them to various planets. Some are life supporting and so populations can be built up, others have mining potential, whilst a third type are barren but make good fortified bases. Obviously, the sides are going to clash sometimes, and such encounters bring up a starfield and the two competing ships.

The winner of the game is the first player to reach and annihilate the opposition's starbase — and may the best man win!

Star Control certainly has potential. It's playable for a while, although the ability for the computer to take over the combat/strategy parts of the game spoils the fun (for me at least). The graphics aren't great but as the basis of the game is using your brain rather than your trigger finger, it doesn't really matter. A rather more serious fault is the game's lack of depth; it's all too easy to build ships and then, when you're strong enough, attack the enemy in force. A few more options and greater depth would have made *Star Control* a great game rather than a good one.

MARK 75%

NICK *Star Control* is not your average space game. I was expecting scrolling landscapes, hordes of aliens and mega-weapons in a general shoot-'em-up setting. What did I find? Tiny spaceship graphics, lots of text and a strategy-style game. The only arcade element is when a conflict arises: two ships fly around, *Asteroids* style, shooting everything on the screen. This doesn't mean there isn't a good game there, though. People with brains will have a field day, so if you want a game that you have to sit down and think about, *Star Control* could be just your cup of tea.

63%

RATING

An appealing game for brainy sorts.

PRESENTATION	70%
GRAPHICS	65%
SOUND	45%
PLAYABILITY	66%
ADDICTIVITY	62%
OVERALL	**69%**

E-SWAT

US Gold ■ £9.99 ■ £14.99

You've seen them on News At Ten: if there's a hostage crisis or some nutter is running around with a gun, the SWAT teams are sent in. Wearing enough metal armour to build several new cars and carrying enough weaponry to start World War III, they blast first and ask questions of the lead-riddled bodies later. Much like the heroes in US Gold's latest release, *E-SWAT*...

Alone or with the help of a pal, you play a member of a futuristic police squad whose task is to crack down on the soaring crime rate. The only way to do this effectively is to don the huge E-SWAT (Enhanced Special Weapons And Tactics) battle armour. But to earn this piece of expensive equipment, you first must fight through the first three levels in an ordinary, flimsy cloth uniform (gulp!).

Initially provided with a mere 9mm automatic pistol and a limited supply of ammo, you must reach the end of each level and kill the resident bad guy. His henchmen aren't going to let some nosey copper just stroll up and blow their boss's brains out, so they fire at you with a range of big, noisy bang-sticks. But ammunition is in short supply so lookout for cases containing ammo clips.

Once the end-of-level bad guy has been arrested, you move to the next level, until level four is reached, when you're promoted to the E-SWAT team and allowed to practice your RoboCop impersonation.

In the cassette version of *E-SWAT*, each level is loaded separately. This would be a pain in the neck with a good game, but as *E-SWAT* is a pretty dull effort, it's intolerable.

The monochrome graphics are as unimpressive as the gameplay — the character sprites looking more like hunchbacks than normal human beings.

And that's only the 128K game, on the A side. The 48K version is worse. The playing area is squashed to about one third of the screen's height, making the characters fat and unclear. *E-SWAT* offers nothing enjoyable; even the blasting is sluggish. Very unimpressive.

MARK 25%

NICK A game that could have been so much fun has turned out to be very poor; dire, in fact. For a start off, *E-SWAT* is cursed with one of the worst multi-loads I've come across for a long time. When you eventually get to play the game, its hardly worth the effort. The most enjoyment you can get is having a good laugh at the blocky characters that jolt about the screen. The big shock is when you load the game in 48K mode. For some strange reason, if you own a 48K Spectrum you have to endure the game with the playing area compressed, making the badly drawn 128K graphics look even worse. The main characters look like Gordon The Gopher with an American footballer's body! *E-SWAT* is a game I strongly advise you stay away from. US Gold can do a lot better...

30%

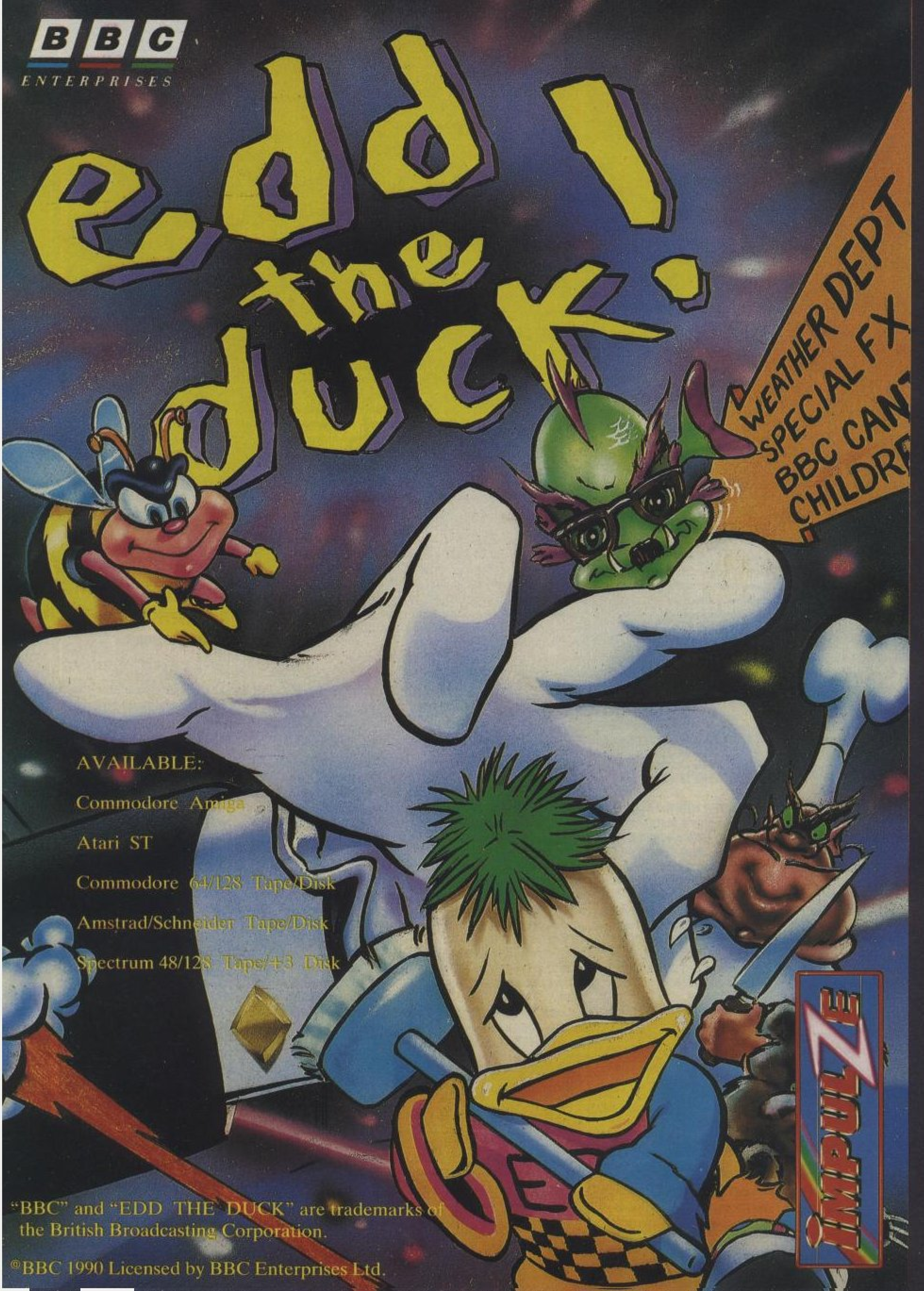
● Everything has been squeezed to fit *E-SWAT* into 48K. Yes, *everything*...



RATING

With its long multi-load and awful 48K version E-SWAT is very poor value for money.

PRESENTATION	33%
GRAPHICS	27%
SOUND	32%
PLAYABILITY	32%
ADDICTIVITY	35%
OVERALL	**28%**


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IMPULZE

F-16 COMBAT PILOT



● Coming into land on the airstrip in *F16 Combat Pilot*

Digital Integration
■ £14.95 ■ £19.95
■ 128K only

It's tally-ho chaps with the latest Digital Integration air combat game, *F-16 Combat Pilot*. There are plenty of missions to fly, including five warm-up ones, all of which must be completed before tackling the biggie, codenamed Operation Conquest.

After the controls have been set, a second option screen appears. Here you can switch on the training mode (which prevents the enemy from harming you), log into the pilot roster and select a mission; you can choose from Scramble, Hammerblow, Deepstrike, Tankbuster and Watchtower. You then receive your pre-flight briefing to identify your targets.

Before taking off, pick up a selection of weaponry from the hangar. Choose from a Vulcan 20mm six-barrel cannon, Sidewinder and AMRAAM air-to-air missiles, Maverick and HARM air-to-ground missiles, and chaff and flares for defence. You can load the weapon pods yourself or leave the ground staff to choose the most effective load for the selected mission. Then off into the wide blue yonder to kick some butt (after a quick read of the hefty control manual, of course).

As with most flight sims, the joystick is only used to steer the plane — most of the HUD (heads-up display) operations are accessed by the press of a key. Control of the plane is very good, scrolling is fast and though ground detail is sparse, cockpit displays are detailed.

I was able to keep the plane in the sky more easily than with previous flight sims, although make no mistake about it, the five preliminary missions are just a taste of what's to come in Operation Conquest.

F-16 Combat Pilot is more for simulation aficionados than general gamesplayers, so it's a case of you either loving it or getting very confused by it all. Personally, I love it.

MARK 85%

NICK If you're like me and think most flight simulations are the same, you wouldn't be far from the truth. Looking at the main section of *F-16 Combat Pilot*, its a lot like endless games I could mention. There are a variety of missions to fly and you can choose day or night, cloud or clear. The truth is that whichever options you select you'll spend the majority of your playing time staring at blank green ground, straining to make out what the cluster of blobs below are meant to represent. *F-16* has some impressive presentation and option screens, which puts it ahead of its competitors. The damage control and weapon select are particularly good. Flight sims never work that well on the Spectrum, but Digital Integration have packed a hell of a lot in and have done a first class job.

83%

RATING

One of the best flightsims we've seen, buy it now.

PRESENTATION	90%
GRAPHICS	82%
SOUND	71%
PLAYABILITY	80%
ADDICTIVITY	81%
OVERALL	**84%**

DICK TRACY

Titus ■ £10.99

He's on his way! Erm... Well, actually, he's here (at last!). Jump into the shoes of Dick Tracy, retracing his steps from the last summer's quite-a-hit movie, searching for Big Boy Caprice and his gang.

The *Dick Tracy* story takes place in 1930s Manhattan and everybody seems to have big yellow trenchcoats, trilby hats and carry violin cases under their arms! Dick has to rescue the lovely Tess Trueheart, who's been kidnapped by Caprice and hidden somewhere in the city. Getting his loved one back isn't going to be easy, especially as at the start of the game he only has his fists to pop the baddies with.

There are five levels, each with between 10 and 15 screens and end-of-level hard nuts. Dick only has three types of baddy to look out for: blokes with fists, blokes with guns and blokes leaning out of windows with guns!

If you're wondering how the hell you kill a gun-wielding maniac with your fists, you'll be glad to learn that once a man has been killed he drops his weapon, leaving it free for Dick to pick up and use. There are two gun types: a normal handgun that fires one bullet at a time and a machine gun (the latter is much more fun!).

All this sounds really impressive but the truth is that *Dick Tracy* incorporates little interesting gameplay. All you have to do is run around shooting anything that moves and picking up the weapons that are left behind. You don't even have to worry about ammo, as both guns have an inexhaustible supply.

It's a bit like an old-fashioned movie, ie. it's in black and white and there's no sound. Don't laugh, it's true! The only colour is a tiny bit of yellow and cyan on the bottom of the screen; all the sprites and backgrounds, although quite well drawn, are in black and white monochrome. And that's about it. It looks okay and the animation's not bad but *Dick Tracy*'s gameplay is incredibly simplistic — it took me just under an hour to complete it.

NICK 34%

● Blam! Blam! Blam! Shoot down the gangsters in *Dick Tracy*



MARK The Dick Tracy sprite is recognisable, but killing the gangsters is a piece of cake. Okay, at the start you only have fists for defence, but when a gun is in your possession it's simplicity itself to finish the game. Very poor value for money — and where's Madonna?!

30%

RATING

A classic example of the 'big licence, no gameplay' syndrome.

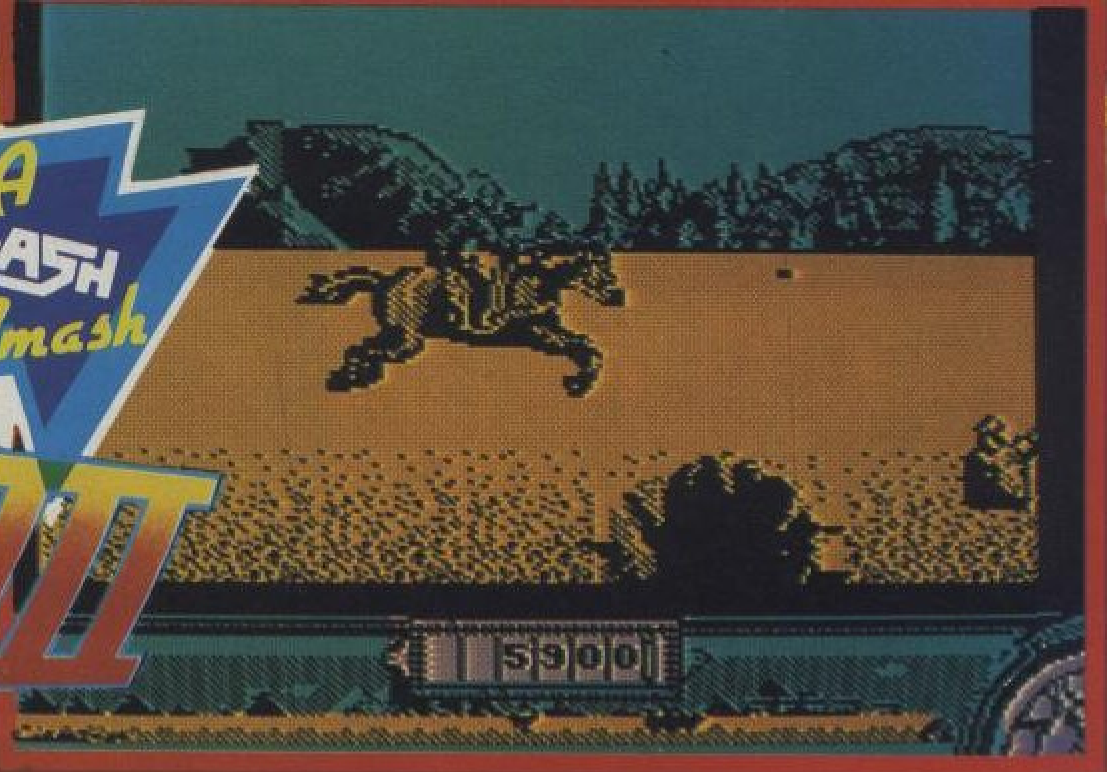
PRESENTATION	48%
GRAPHICS	53%
SOUND	00%
PLAYABILITY	29%
ADDICTIVITY	31%
OVERALL	**37%**

REVIEWS

BACK TO THE FUTURE PART III

A CRASH Smash





● Take Doc horse riding in the first section of *Back To The Future Part III*



Imageworks ■
£10.99 ■ £14.99

All set for a ring-dingin', rootin', tootin' conclusion to *Back To The Future*? This is part three of the saga and it's a pretty hot cookie!

Set way back in the Wild West (1885, to be exact), the action starts with Doc Brown on a horse. He has to chase after the runaway carriage that holds Clara, the woman he is about to fall in love with. You help the Doc control the horse and keep the enemies at bay. Jumping cliffs, ducking from barrels and collecting bonus points keeps you busy.

The second section of level one is a vertically scrolling shoot-'em-up, bullets flying everywhere. Survive all this and you come to…

The Shooting Gallery: more bullets! You've now changed characters to become Marty, and he ain't yella! Armed with a shiny new gun, he has to shoot all the pop-up targets such as ducks, geese and cowboys. A careful trigger finger is needed, however, as the odd granny (not that all grannies are odd!) pops up. Shooting her reduces your score. Now, off to the streets.

Being a bit of a frisbee king back (or is it forward?) in 1985, Marty takes on the local baddie (Bufford) and his cronies, armed with nothing more than a few tin pie plates! He has to score a direct hit on all the cowboys and then do away with big bad Bufford himself.

Now get back to the future! The DeLorean has been strapped to the front of a steam train which has to reach the magic 88 mph before it can travel through time. To reach this sort of speed the train has to do some impressive puffing (missus). Collecting Presto blocks to give it that extra boost is your task.

Back To The Future Part III came as a big surprise to me. The last two games have been pretty shoddy, to say the least, but part three is a real joy to play.

Graphics are excellent. Large animated sprites and colourful backdrops are used in most of the game, with only the vertically scrolling shoot-'em-up levels letting the side down.

Gameplay is totally addictive. Once you've started playing you just won't be able to put the game down. To compliment all this are some toe-tapping tunes. Wild West classics like 'Ghost Riders In The Sky' and 'The Good, The Bad, And The Ugly' (known as 'Nick, Richard and Mark' in the CRASH office) play through the levels. Imageworks are on to a real winner here, rounding off the trilogy with such a wonderful action-packed and varied game (Great scott, Marty, it's a CRASH Smash)!!

NICK 93%

MARK *Back To The Future Part III* is happily a great improvement over its predecessor: it plays well, looks good and sounds good! The game's four action-packed levels follow the film plot closely. The sprites are really great, moving as fast as the smooth scrolling. Level three is especially speedy, Marty chucking pie plates all over the place! I loved the film and highly recommend the game. It's a pity it's taken until the last film to get a decent *Back To The Future* game. So, it's my last chance to shout 'Marty, you've got to come with me back to the future!' at an annoyingly loud volume (sniffle)!

93%

RATING

An excellent game, following the film closely — very addictive!

PRESENTATION	91%
GRAPHICS	92%
SOUND	90%
PLAYABILITY	91%
ADDICTIVITY	93%
OVERALL	93%

FULL THROTTLE 2

Zeppelin Games
■ £2.99 ■

Seven years after the original *Full Throttle* comes its sequel, cunningly titled *Full Throttle 2*! You take control of a rotary-engined 750cc Superbike and have eight international circuits to spin around in the Riders' Challenge.

Sadly, the original game was a tad more playable than this. Of course, *Full Throttle 2* is graphically superior, with it's colour scrolling backgrounds and title screens, but when you scrape another bike you go right down to zero mph before you can start off again. Hurumph!

You have to come 30th out of forty on the first track, 20th on the second and so on. I found this almost impossible and could only stand playing a few games before I was kicking Mark Caswell in rage (any excuse, eh Nick?! — Ed)!

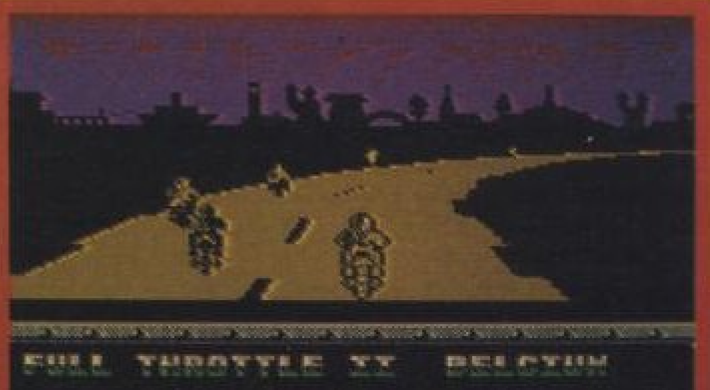
But, no matter how well you play, the other riders always seem to do better. They never fall off and can ride straight through you from behind! *Full Throttle 2* is an average bike simulation, and no better than the first.

NICK

RATING

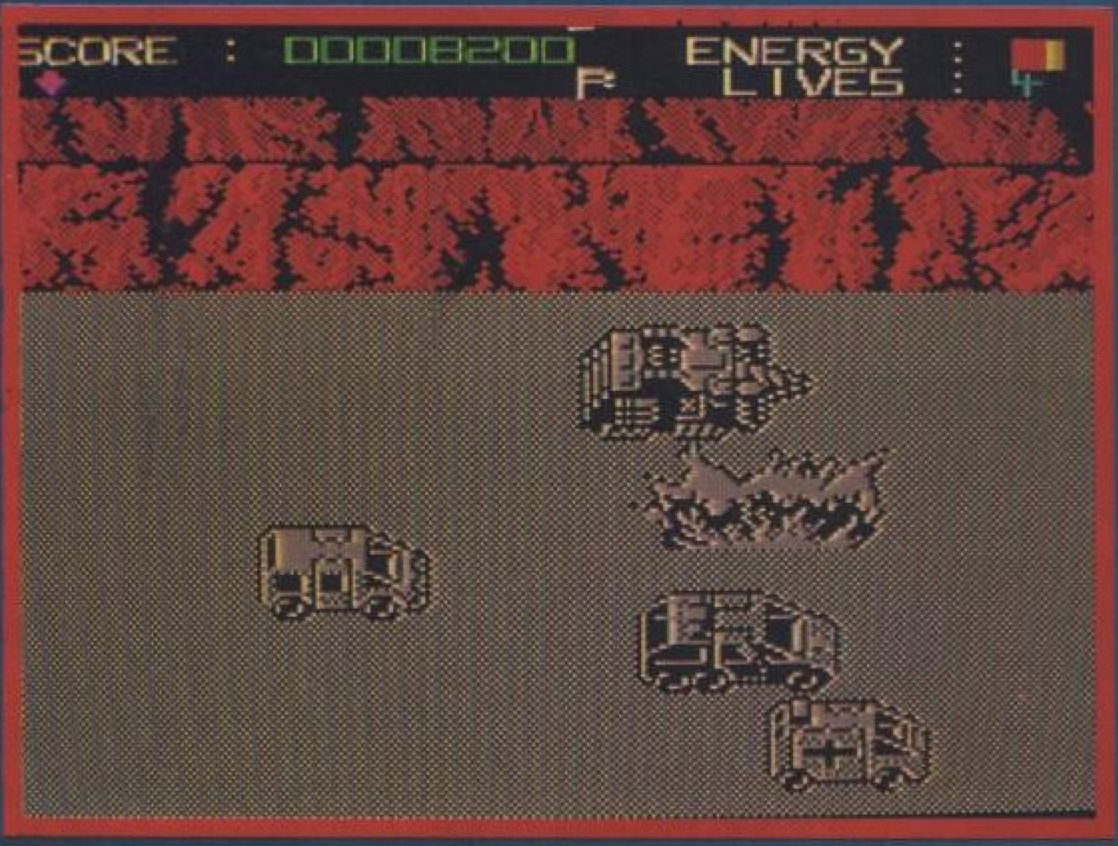
OVERALL 40%

● As the sun sets over Belgium the race continues in *Full Throttle 2*





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● On the highway to hell on Mars in *Total Recall*, shoot the trucks to stay alive!

total recall

Ocean ■ £10.99 ■ £15.99 ■ 128K only

'We can remember it for you wholesale!' hollers the Rekall Incorporated representative in Schwarzenegger's futuristic film, *Total Recall*.

Remember it wholesale? I remember the preview for this and it was nothing like this finished version, which is a bit of a blessing as the old *Total Recall* wasn't much cop!

Right, let's try and get the plot straight; the line from the advertisement — 'You're not you — you're me' — doesn't exactly make things clear. In *Total Recall*, the you is Doug Quaid, a chap hounded by nightmares of a life on Mars. In an attempt to sort it out, Quaid visits Rekall Incorporated, a company that specialises in adventure holidays — not real ones but implanted memories of your perfect vacation.

In his chosen holiday, Quaid is a double-dealing spy on Mars but unexpected events make him suspect he may actually *be* a spy, and his current Quaid identity is an implanted memory. Desperate to sort himself out, Quaid goes to Mars, but the villain of the story, Richter, is hot on his tail.

Total Recall has five levels of packed gameplay which take you from Earth to Mars. There are two types of level: in odd-numbered levels, you, as Quaid, jump around multi-directional scrolling platforms, while in even-numbered ones you take to the streets in a horizontally scrolling car shoot-'em-up. It's quite an odd mix because you can 'learn' how to play the platform levels but you simply *have* to be a good shoot-'em-up player to succeed in levels two and four.

Level one is set in a large complex guarded by many of Richter's henchmen, some of them armed. You must find the five objects you need to take to Mars. A gun and your mighty fists are your defence (remember to pick up extra ammo to keep your gun battle-ready). The complex is about five storeys high and constructed from platforms to leap between and lifts to take you between floors. It sounds a bit like any old platform game, doesn't it?

But hold your horses, there are plenty of puzzles to work out too! Throughout the complex are switches, embedded in the floors, which make secret walls and floors appear or disappear. Not activating the right switch at the right time causes serious problems — you may have to waste time (yes, you're playing against the clock!) retracing your steps to activate it, or worse still, fall into one of the acid pools, resulting in instant death. You only have one life to play with on this level but you can keep topping up your energy by collecting suitable icons.

Other trouble-makers include two different types of vertical laser beams. The yellow sort go on and off automatically, so careful timing is called for when hopping through. The purple sort can be deactivated for a limited time by stepping on a pressure pad.

Level one is a lot of fun and gives a real sense of achievement as you gradually discover more and more of the complex. The style of graphics is a bit odd for such a violent, action-packed movie tie-in: they're all large and cartoony, but very, very good. The animation is smashing, especially Quaid's death sequence: he explodes into a sort of gooey splat! Odd but good.

The playability's set just right — the armed henchmen aren't too hard to beat (especially with a good supply of ammo in the gun) so the game doesn't become a naff beat-'em-up.

Enough of level one's antics, let's have a shufty at level two — the first of the two scrolling shoot-'em-ups. Quaid's pinched a Jonnycab (a computerised taxi-like craft) and is en route to a derelict warehouse, in the hope it will provide him with a few helpful clues to his identity.

The objective is simple enough: just keep driving along the four-lane motorway killing off as many cars as possible. The energy bar, at the top right of the screen, continually diminishes, although it does receive a small top-up with every car shot down (except ambulances which, if shot, reduce your energy even further). Driving over an 'E' icon completely replenishes the energy bar.

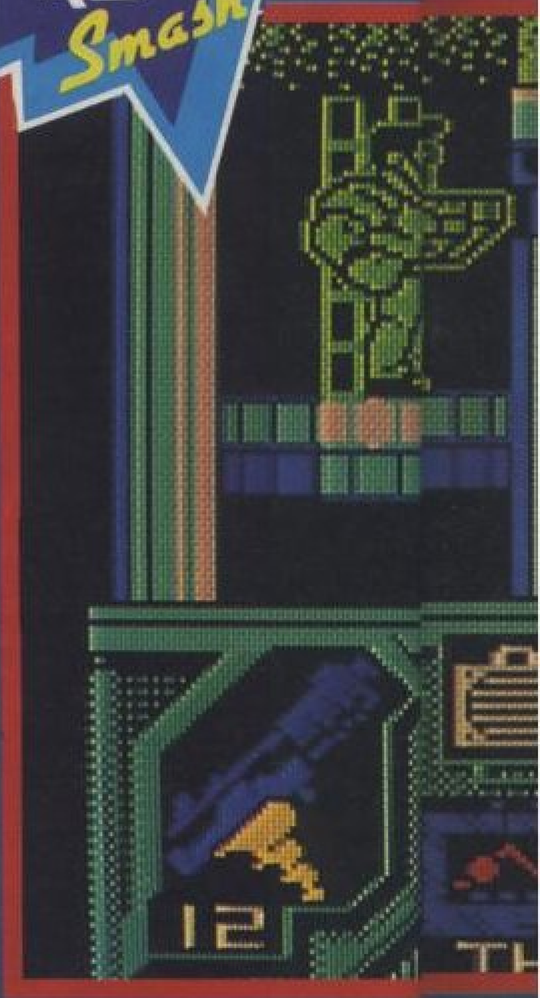
There's not a time limit here, but you do have to go the distance. A purple arrow at the top left of the screen marks your progress. The action's fast and gameplay's tough but this section isn't as enjoyable as level one because it doesn't require as much thought. Graphics are okay but the isometric 3D effect is looking a bit old hat these days.

Level three now, and back to the platform gameplay of level one. Quaid's discovered he's actually someone called Hauser but he's still being pursued by Richter's men, who stand around on platforms hitting out as soon as he goes near. The gameplay's trickier, with many more pitfalls than the first level, but the objectives are the same: explore, locate, don't die etc. Survive that and you're whizzed off to Mars and into another driving/shoot-'em-up section.

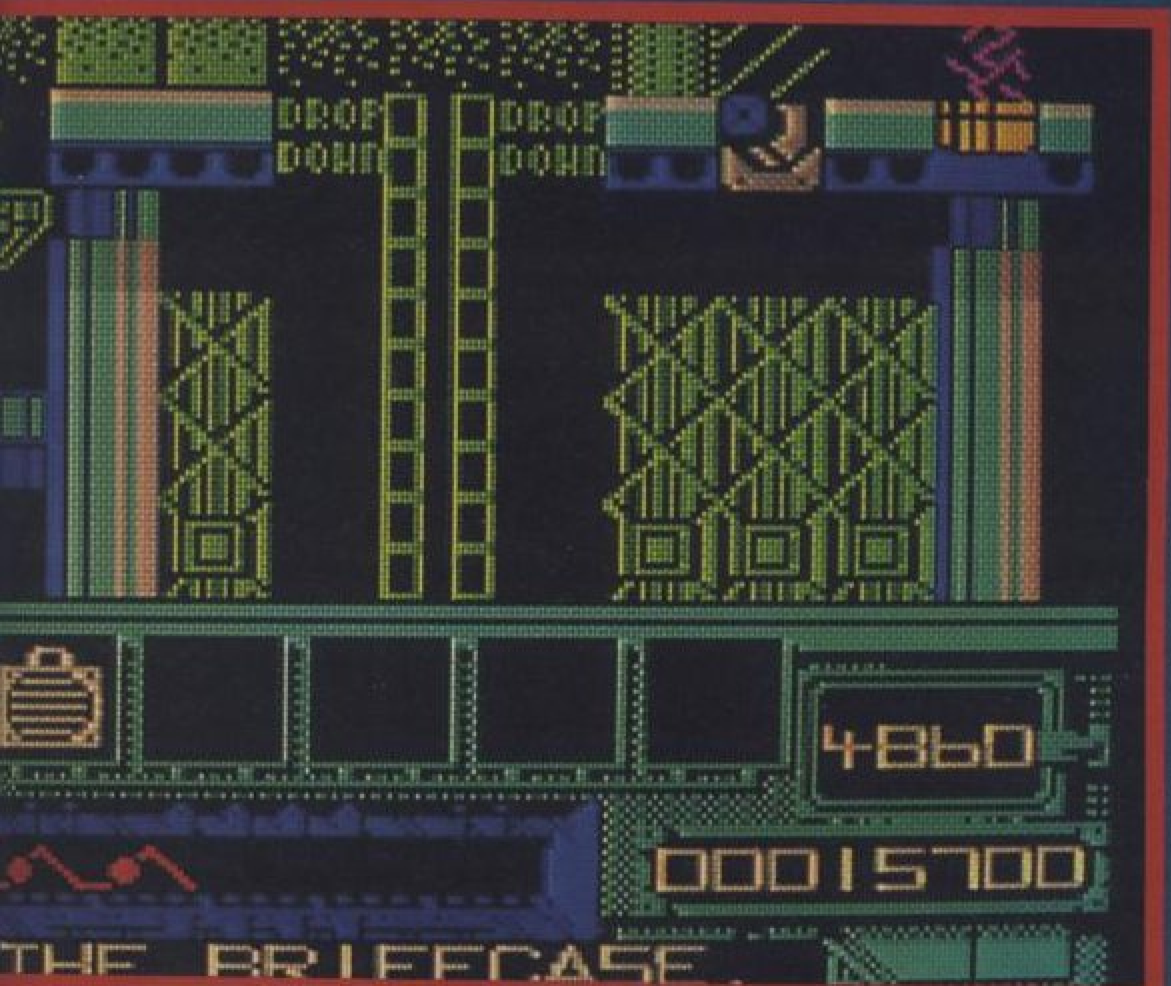
The final level is set deep in Mars (that's why it's red, which makes it a strain on the eyes). It's more of the platform gameplay, though the action is much quicker here, with armed guards everywhere! Your oxygen supply is continually draining away and can only be replenished by picking up oxygen cubes, though I was usually shot before the oxygen had a chance to run out!

That about raps up the game and should you complete it you may even understand the storyline (if you do you're a better man than I am!).

So, what can be said about







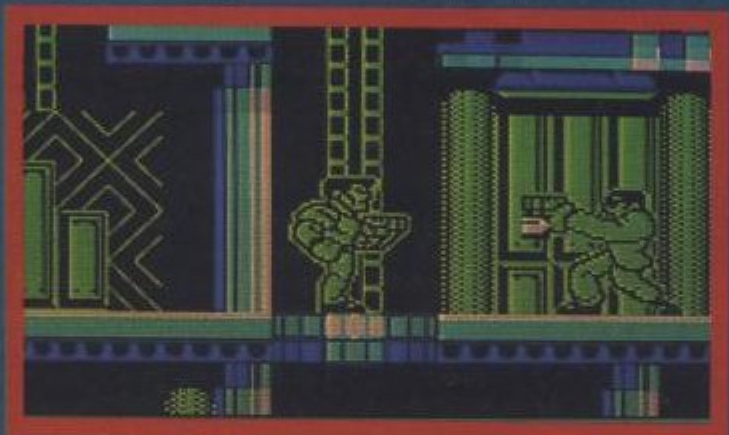
● The first platform section in *Total Recall*. Quaid's on a lift, going up, but where's the floor pad to switch off the purple laser?

Total Recall? Addictive isn't the word — though it's not a bad one to start with. So, it's *very* addictive. The platform levels are superbly playable, as long as you concentrate. I'm not so struck on the shoot-'em-up levels, they're so risky, but at least you're provided with three lives on those levels. Should you die on level three, four or five, there's a Continue option after the Game Over message, which is very helpful.

The graphics for the first three levels are something special: bold, bright, detailed and — *hurrah!* — colourful! The animation's great too: Quaid/Hauser has real power in his stride and when he hits a henchman, with either fist or bullet, the henchmen flies backwards, stumbling from the blow.

I loved the game, and I have the sneaking suspicion you will too. Don't bother getting Rekall to remember it for you: go out and experience *Total Recall* for real!

RICHARD 93%



● Armed guards may halt your progress. Unless you've got a gun, of course (blam!)

MARK For me, Total Recall was one of the best movies of 1990; it really pulled in the crowds with its fast paced (and very violent) action. Now the computer game is on the streets, you too can become big Arnie as he battles through this multi-level Ocean extravaganza. The going's tough, and for many games I fell victim to Quaid's vicious adversaries. But the game's so playable, you're lucky I managed to tear myself away to write this comment! Presentation is as high as playability — my fave bit is the really neat title sequence. This is the second Ocean game I've played this month and the second I've awarded an accolade to. I think a big round of applause is called for! (Clap clap clap!)

94%

RATING

A strange mix of gameplays but an overall winner!

PRESENTATION	94%
GRAPHICS	93%
SOUND	88%
PLAYABILITY	93%
ADDICTIVITY	93%

OVERALL 94%



● The hunt is on for Karen in *The Reaper*, but what's Elvis doing at the bottom right of the screen?

THE REAPER

Ubi Soft ■ £9.99 ■ £14.99

Fancy a bit of a battle, ninja style? Then pull on your groovy black ninja gear and get down to *The Reaper*! Every five hundred years, a group of immortal wisemen take a look back through history at all the valiant warriors who have lived and died. They choose one of these heroes and bring his body back to life to test his abilities and make sure his reputation is not exaggerated.

You're the chosen one and your task is to save the souls of your friends from the deadly maze inhabited by their worst enemies. Should you succeed, you'll be brought back to life for good — but fail and you and your friends will be damned for all eternity.

The landscapes in *The Reaper* are large and packed full of ninjas, killer robots, dragons and other, similarly nasty things. Your only tasks are to kill the ninjas that crop up and save the souls of your friends. To achieve this, collecting objects is the order of the day.

Keys open doors to other levels, a monitor allows you to keep track of your character's status and a cross increases health. The most important object to find is the soul trap: without it, you can't save your friends.

Disposal of the undead ninjas can be achieved with well-placed kicks. Alternatively, you can collect shurikens to pop them off, no trouble at all.

Visually, *The Reaper* is pretty pathetic. The tiny matchstick ninjas are laughable when they dance and prance about the screen. What's worse is the fact that [lowers voice to a whisper] there's a lot of swearing in it. You can choose a 'speech bubble' option, which arms your character with a variety of obscene language to use against his enemies. *Very* obscene language. Luckily, there's a clean version of the game included for the easily offended.

The Reaper is a very amateurish effort, especially with the pathetic swearing routines. There's no lastability: after a few minutes you'll get fed up with marching about saving souls.

NICK 41%

MARK After Ubi Soft's brilliant *Night Hunter* and the okay-ish *Pick 'N' Pile* comes the totally naff *The Reaper*. The game begins with a fairly decent title tune, but the whole thing slides rapidly downhill when the small stickman sprites appear on screen. If the gameplay wasn't so crude they might have been funny, but it's as shallow as my patience (ie: very shallow indeed).

25%

RATING

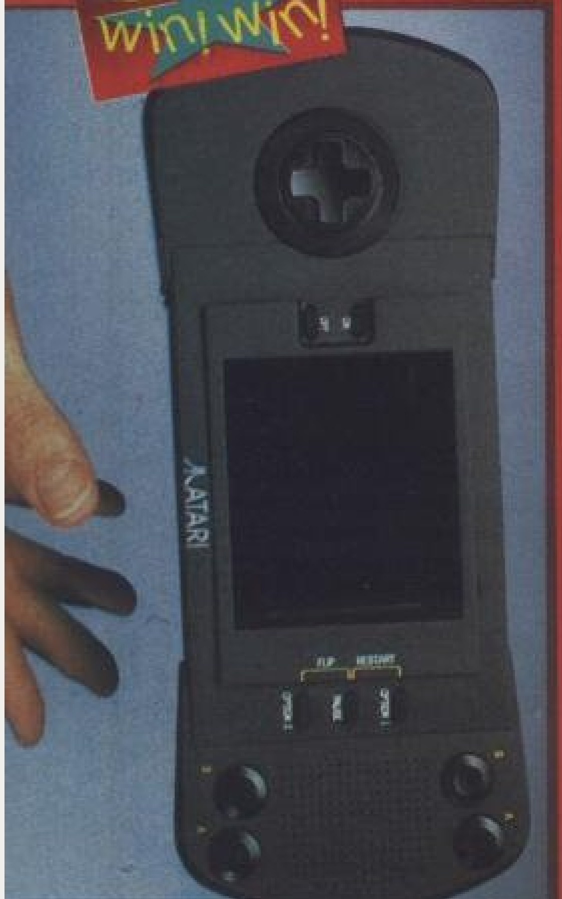
Rude, crude and not very good at all, really.

PRESENTATION	43%
GRAPHICS	28%
SOUND	43%
PLAYABILITY	48%
ADDICTIVITY	33%

OVERALL 33%



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Get out the salt, vinegar and one of those rubbishy wooden forks because you're about to enter *Chip's Challenge* with US Gold! The game's about scoffing as many soggy chips as possible (No it isn't! Get on with it! — Ed). Okay, okay. Nerdy Chip McCallahan is the hero of the game. He's a little bloke who had nothing much going for him until the day he met Melinda. This sexy foxtress got him to take up the challenge with the prize of joining her computer club if he succeeds (and the chance of a bit of rumpo behind the mainframe). You've got to help poor Chip, as getting in the club with the lovely Melinda is one of his wildest dreams.

NOT-SO-MISSING LYNX

Chip's Challenge was originally a game on the Atari Lynx but those bods at US Gold thought it was such a spiffing romp that it deserved to be converted onto your Spectrum. And here it is!

Well, there's a spanking two-level demo on the Powertape and the full game is in the shops now. Quite an excellent game it made, too, earning 82% in Issue 84.

But what of the first prize? The Lynx console? It's a piece of technological wizardry to let you play games wherever you go (ie: a hand-held)! The Lynx boasts a 3.5-inch screen that can display up to 16 colours from a total of 4096! The number of sprites it can handle is infinite. Sounds impressive, don't you think? Now you can join in the fun and games by entering this corker of a competition!

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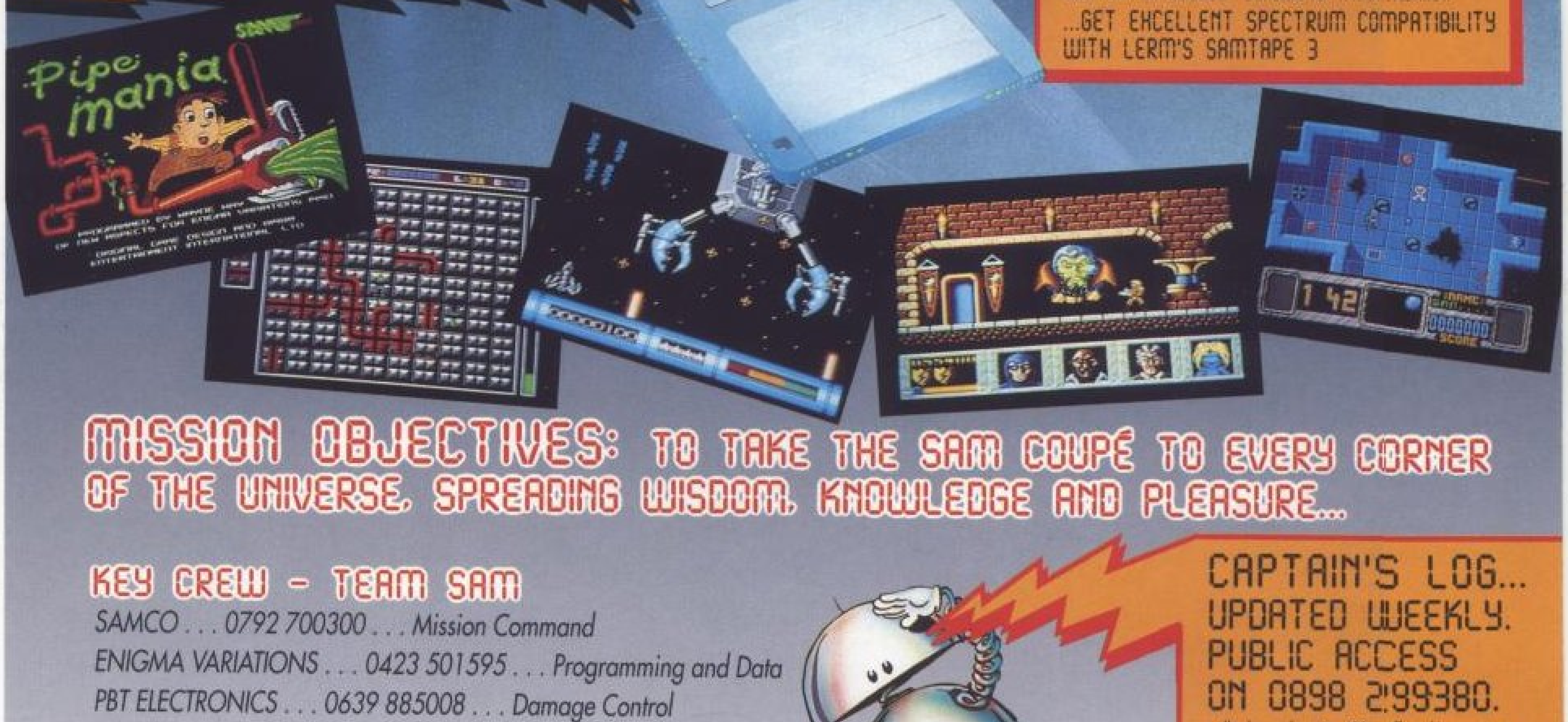
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